

# GAMEFAN

**NEXT GENERATION VIDEO GAME MAGAZINE**

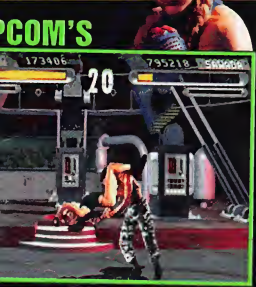
VOLUME 3 • ISSUE 6



**MORTAL MANIA PART II**

**BACK SO SOON?  
YES!  
EWJ 2  
SNEAK PEEK!**

**IN THIS ISSUE:  
EDGE DREDD  
ANIMAL RAGE  
FIGHT CRUSADER  
VAR:  
ETERNAL BLUE  
MANCHE  
S:  
FREET FIGHTER  
GENDS  
IDE PSYGNOSIS  
INTERVIEW  
H AM2  
O M2  
AATE**



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MOVIE**

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**SEGA SATURN  
EXCLUSIVE:  
BUG!  
3-D RAPTURE!**

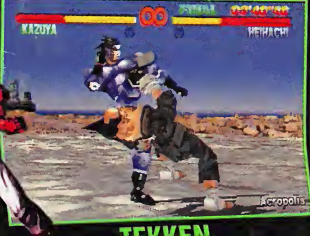
**FIRST LOOK!**



**INSIDE GAMEFAN 32:**

**NBA JAM 32X  
BC RACERS 32X  
DAYTONA USA  
SHIN SHINOBI DEN  
VIRTUA RACING  
ZERO DIVIDE**

**ARCADE POWER AT HOME!**



**READ ALL ABOUT IT!**



**1+2=32**



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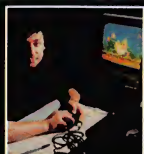
Sound X-citing? Then get out there and add it up for yourself!

## Other Titles Coming Soon:

**SEGA:** VIRTUA FIGHTER™, X-Men™, Ratchet & Bolt™, Kolibri™, 32X-Treme™, Zaxxon's Motherbase 2000™, World Series Baseball™ and Prime Time NFL Football™ **INTERPLAY:** Casper™ and Star Trek®-Starfleet Academy™ **TIME WARNER INTERACTIVE:** RBI™ Baseball '95 and Primal Rage™ **VIRGIN INTERACTIVE:** The Adventures of Hollywood SPOT® **ACCLAIM:** NBA® Jam™, T. E. **ELECTRONIC ARTS:** Toughman Contest® and FIFA '96 **US GOLD:** Thunderhawk 2 ...AND MANY MORE!







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EGAN, MR. MAEGAWA, AND ALL OF OUR READERS!

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NOVEMBER, 1994

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By the time you receive this issue of GameFan we will have already attended the biggest (in terms of technology) electronic entertainment show of the decade. The E3, or Electronic Entertainment Expo, is where the new game industry will be on display for the first time and the old one will hopefully show its commitment to what has become a massive installed user base.

All three heavy-hitters will have their shiny new consoles on display. These new machines have been assigned the task of taking us to the next level, which is hopefully a place we've never been. They will cater to a wider range of people and have the potential to completely redefine home entertainment. We're about to take an important step. Video games are fast becoming a mass market item.

What I'm expecting to see at E3 is variety. There should finally be something for everybody. If you're limited to a less expensive system, like the SNES or Genesis, Sega and Nintendo should have mind-blowing games for their 16-Bit hardware. What Rare has been able to achieve on the SNES is going to turn a lot of heads and Blue Sky is achieving equally impressive bliss on the Genesis. Sega also has a 16-Bit hand-held, Venus, waiting in the wings. If they don't at least announce it at E3 I think they'll be making a huge mistake. After all, a lot of people won't upgrade until prices come down. I still think 16-bit has some gas in its tank, and a peripheral like Sega's Venus would ensure its survival.

New mid-level hardware includes Sega's Neptune and Nintendo's Virtual Boy. The Virtual Boy delivers new and extremely entertaining technology at a very reasonable price. Sega's Neptune is also priced right and there should be some high-powered games exhibit-

ed at E3 for it as well. Atari has lowered the price of the Jaguar, and an affordable CD drive will be launched within weeks.

Then, of course, there's the Ultra, Saturn, PlayStation, and 3DO M2 upgrade, all new for '95. These machines will range in price from \$250 to \$450. I've been enjoying the Saturn and PlayStation for months now, and judging by the first generation software, I believe these systems have remarkable capabilities, making them a bargain compared to other forms of electronic entertainment.

A quality Laserdisc player will set you back at least a grand, and movies anywhere from \$40 to \$100. A nice S-VHS VCR is up around the same price. So paying under \$500 for a powerful new game console and a bundle of software that can actually improve the quality of your life doesn't seem too unreasonable.

When you buy a game system you're also obtaining the wares of some of the most creative minds in home entertainment. There are thousands of talented designers, programmers, artists, etc. out there with one goal in mind... to captivate you.

In a world plagued with turmoil, networks bent on shoving way too much garbage down our throats and the necessity to wear body armor when you go shopping, a fantastic electronic adventure in any number of genres is a welcome addition to one's household... and one's sanity.

What I expect to see at E3 is a solid three-tiered market, so that no matter what your budget allows, the game industry has something of value to offer you. What shocks me the most is that I think it may actually happen.

Tune in to the Ed Zone next month and I'll let you know the outcome. We'll have a complete E3 report in our July issue.

*David Halverson*





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"I GO FROM  
WAY COOL



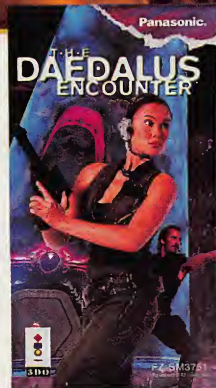
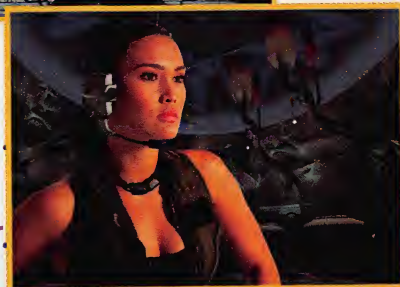
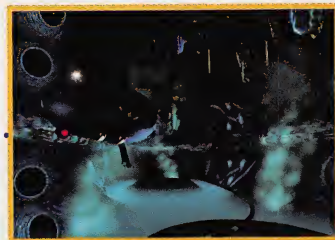
SPACE  
DUDE TO A  
BRAIN  
IN A BOX."

A REAL Experience from the 3DO Zone, Frankie "One-Speed," NY

THE DAEDALUS ENCOUNTER



"The good news - I'm on a ship with Tia Carenre. The bad news - I'm only a brain on life support and we're bein' pulled toward an alien sun. If we don't take out the Krim and change course we're toast. Literally. This is a job for brain man. Great game. Super graphics. Funny lines. 4 CDs. And Tia is not painful on the eyeballs. Later." ■



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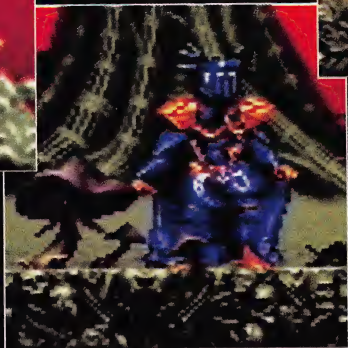




**THE DARK  
JUDGES  
AWAIT!**

MEAN MACHINE AND THE ABC ROBOT

**BONUS COMIC  
BOOK LEVELS**



# JUDGE DREDD

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**JUNE '95**

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# CONTENT



GAMEFAN ART  
BY:  
TERRY  
WOLFINGER



**JUDGE DREDD**  
PAGE 28



**COMANCHE**  
PAGE 48



**BC RACERS-32X**  
PAGE 68



**TEKKEN**  
PAGE 88



**EWJ 2**  
PAGE 41 & 47



**NBA JAM TE-32X**  
PAGE 62



**BUG!**  
PAGE 70



**MORTAL KOMBAT 3**  
PAGE 114

**EDITORIAL ZONE** 4

**MOST WANTED/TOP TEN** 12

**VIEWPOINT** 16

**HOCUS POCUS** 18

**DNN: INSIDE PSYGNOSIS** 22

**SEGA SECTOR** 28

**DNN: HOWARD LINCOLN** 44

**PLANET SNES** 45

**GAMEFAN 32** 59

**M2-SPECIAL UPDATE** 104

**GAMEFAN SPORTS** 110

**HANDS ON PORTABLES** 113

**QUARTER CRUNCHERS** 114

**JAPAN NOW** 126

**OTHER STUFF** 129

**POSTMEISTER** 132

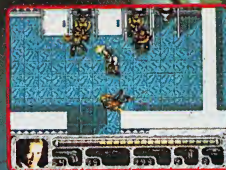




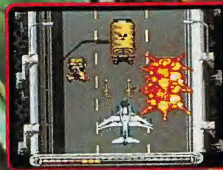
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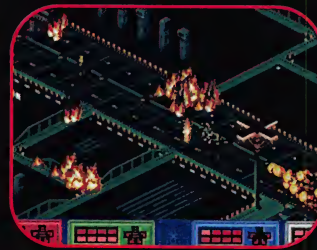
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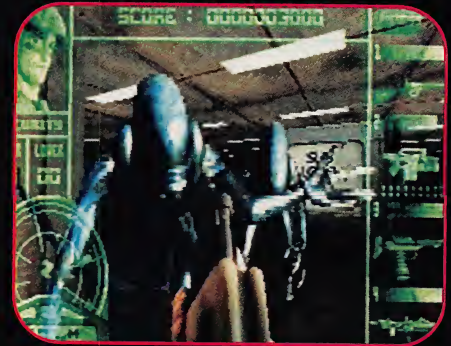
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Game tips and hints: 1-900-737-ATARI, 95¢ per minute. If you are under 18, be sure to get a parent's permission before calling. A touch-tone telephone is required. USA only. Atari Jaguar information is available in the Atari Gaming Forum on CompuServe. Type GO JAGUAR to access this area 24 hours a day. Atari Jaguar information is available in the Atari Roundtable Forum on GEnie. Type JAGUAR to access this area 24 hours a day. \*Includes Jaguar and one controller. ATARI, the Atari logo, Jaguar, the Jaguar logo, Burn Out, Fight for Life, Iron Soldier, Tempest 2000, Hover Strike are trademarks or registered trademarks of Atari Corporation. Copyright 1995, Atari Corporation, Sunnyvale, CA 94089-1302. Made in the U.S. of domestic and imported components. All rights reserved. Troy Aikman NFL Football © 1994 Williams Entertainment Inc. Tradewest™ and Troy Aikman NFL Football are trademarks of Williams Entertainment Inc.



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# GAMEFAN'S TOP TEN MOST WANTED

## TOP TEN

1. Donkey Kong Country (SNES)
2. Earthworm Jim (Genesis)
3. Final Fantasy III (SNES)
3. Mortal Kombat II (SNES)
5. Samuria Shodown II (NeoGeo)
6. Super SF 2 Turbo (3DO)
7. NBA Jam T.E. (SNES)
8. Doom (Jaguar)
9. Phantasy Star IV (Genesis)
10. Sonic & Knuckles (Genesis)

## MOST WANTED

1. Killer Instinct (Ultra 64)
2. Virtua Fighter II (Saturn)
3. Chaotix (32X)
4. Toh Shin Den (PlayStation)
5. Daytona USA (Saturn)
6. Chrono Trigger (SNES)
7. Mortal Kombat III (SNES)
8. StarFox 2 (SNES)
9. Secret of Evermore (SNES)
10. Primal Rage (Jaguar)



First Prize: Your choice of a core SNES, GENESIS, or GAME GEAR. Second Prize: Your choice of one of the Picks of the Month in Viewpoint. Third Prize: A **FREE** year of Game Fan!

### Congratulations to the following winners of last month's contest:

First Prize: James White Milwaukee, WI  
Second Prize: Mike Webb SI, NY  
Third Prize: Josh O'Reilly Peace River Canada

All you have to do to enter the drawing is write down a list of your top 10 favorite games and the 10 games you want the most that aren't out yet, on a piece of paper or a postcard then send them to:

**GAME FAN TOP TEN 5137 Clareton Dr., Suite 210 Agoura Hills, CA 91301**

Drawing is limited to One (1) entry per person per month. Drawings will be held on the 21st of each month. The three (3) winners will be notified by mail and listed on this page.



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bombs and radar-jamming pods. It's enough to make your heart pound and palms sweat. It'll also strain your brain. This happens to be one intelligent action-adventure game as well.

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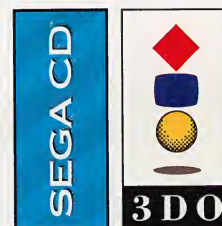
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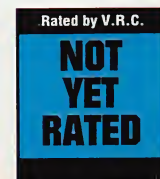
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# Nintendo the Innovation leader &



These high-end graphics with their millions of colors were converted to the Super NES palette using a process called debabelizing.

How to boost the performance of your

At Nintendo, engineers and game designers continually work to enhance Super NES games from the inside out. Stunning new games such as Donkey Kong Country use innovative programming tech-

niques while other games actually have new hardware technology like the Super FX chip built into the Game Pak. You don't need to buy an expensive adapter to play them,

either. In fact, with games using ACM, or the FX<sup>2</sup> and SA1, gamers won't have to pay an extra dime for the innovations.

## ACM: The Magic In The Machine

So what is ACM? It's a technique in which all the graphical elements of a game are created on high-end, 3-D graphics computers like the SGI Challenge, then converted to run on the Super NES. The team at Rare spent more than 18 man-years

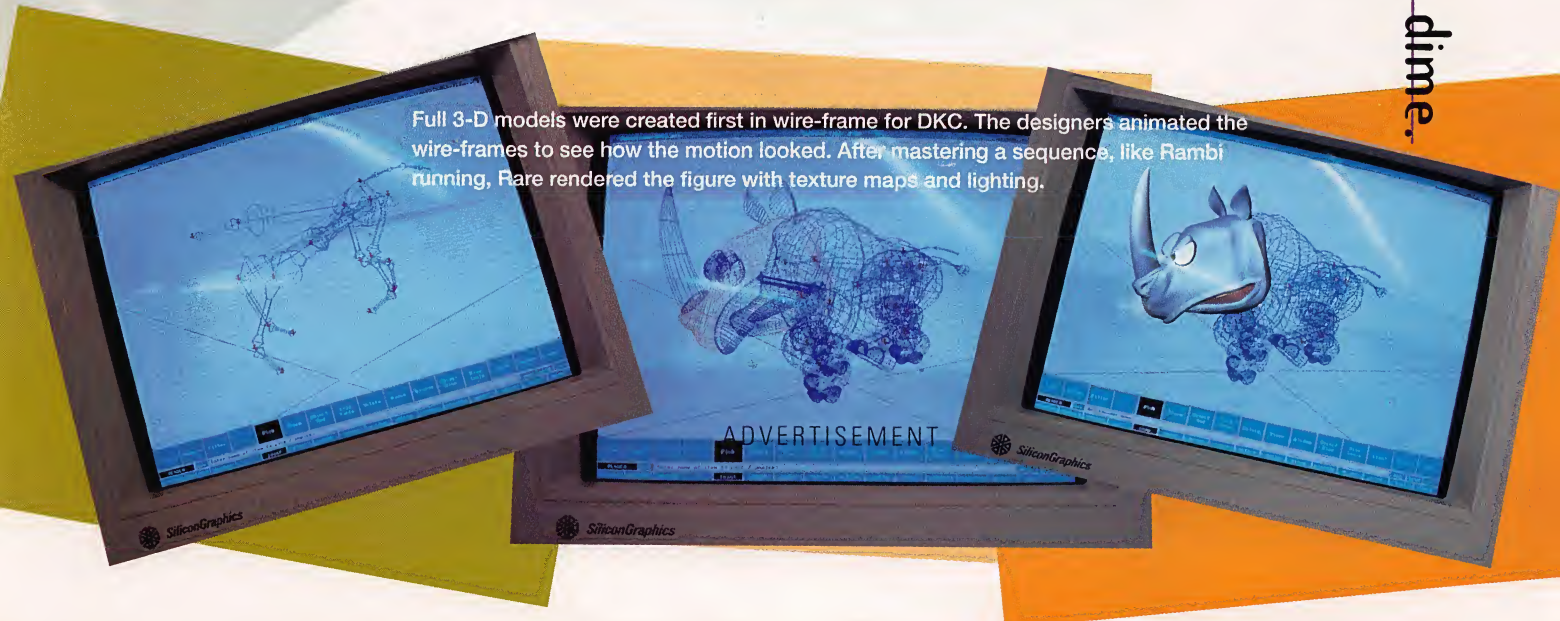
creating the animations and backgrounds for DKC. Then they converted the images for the Super NES in a process called *debabelizing*, which reduced the rendered images from millions of colors to 256 or less. By working from the high-

end down, Rare achieved a new level of graphics for video games. Tim Stamper, DKC's designer, sees the future like this, "From now on, everyone will have to live up to this game."

video game system without spending a dime.

Full 3-D models were created first in wire-frame for DKC. The designers animated the wire-frames to see how the motion looked. After mastering a sequence, like Rambo running, Rare rendered the figure with texture maps and lighting.

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# SUPER FX<sup>2</sup>

The latest upgrade of the Super FX chip—the FX<sup>2</sup>—fits inside a Super NES Game Pak and is capable of manipulating more polygons, more texture mapped surfaces and more sprites. The RISC (Reduced Instruction Set Computer) chip even calculates pixel-by-pixel



terrain maps on-the-fly (as in Nintendo's upcoming title, Comanche) to create more dramatic 3-D effects than were possible with the original version of the Super FX.

In Comanche and Dirt Trax FX, from Electro Brain, you'll see far more texture mapping and scaling sprites than in the original Super FX game, Star Fox. According to Jez San of Argonaut Software, the FX<sup>2</sup> can display 20,000 polygons per second, which is comparable to a high-priced 3DO system.



ACM doesn't require any adapters or special hardware for players, but it does require millions of dollars worth of equipment for game developers. The Challenge Computer at Rare is just one of the Silicon Graphics super computers that were used to create Donkey Kong Country.

## The SA1

The most recent breakthrough at Nintendo is the Super Accelerator co-processor. The SA1 fits inside Game Paks like the FX<sup>2</sup>, but the SA1 is a processor like the CPU in the Super NES Control Deck. It can access memory in the Game Pak and work directly with the CPU to provide enhanced graphics, processing speed and arithmetic functions. It runs four times faster than the Super NES CPU, improving performance by up to 500%. That translates into games with more realistic animation and 3-D environments.

## DOLLARS AND SENSE

Sega says they want to ease gamers into the next generation, but they're asking \$150 for the 32X and Saturn will cost more than twice that. In the meantime, you can spend another hefty chunk on Neptune—the all-in-one 32X/Genesis hybrid. What's that for? To ease you from the 32X to the Saturn? Maybe Sega should ease up on your wallet instead?

Gamers want better **games** today for the systems they

already own. A system add-on or plug-in is expensive and you can't update it. In other words, you're stuck with it. Nintendo's solution makes real sense: upgrade the Game Pak and the software inside with innovations like ACM, the FX<sup>2</sup> and SA1. As technology improves, so do the games. For no extra cost...and no gimmicks...you can play the next generation of games on your Super NES.

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# VIEWPOINT

IN CASE YOU ARE NEW TO THE PAGES OF GAMEFAN, YOU SHOULD KNOW THAT WE REVIEW GAMES IN COMPARISON TO OTHER GAMES ON THEIR RESPECTIVE PLATFORMS. ALSO, EACH GAME SHOWN IS REVIEWED IN DEPTH WITHIN THE ISSUE. SO YOU GET FOUR POINTS OF VIEW.

"I live for Japanese -programmed platformers (Treasure and Konami especially make me feel all warm and fuzzy), and Action/RPG's. I also like 3-D shooters- like Panzer and Doom, and a good racing game when they come along. What I don't like are FMV, puzzle and point & click games. Generally anything that says 'interactive' falls between the road and rubber of my Ninja." **SKID**



"I gravitate towards Japanese RPGs, shooters and fighters. I can live without the following: Euro-art, the hateful carnage done to Japanese characters in the US, and Sega box art. I'm not too big on platformers and I hate FMV. I'm a tough critic - what you see here has most likely seen the editor's knife (Not the scores, just the talk.)" **NICK ROX**



"I'm a big fan of coin-op fighting games, RPG's, shooters, and action games. While an occasional racing or 'Doom'- style game will interest me, I try to stick to the traditional 2-D stuff. FMV, digitized characters and low-res 3-D textured polygons know its a good idea to stay away from K.LEE. Music is king." **K. LEE**



## NOSFERATU • SNES • SETA • 16MEG • ACTION/ADVENTURE • 1 PLAYER



Wow, I remember seeing shots of Nosferatu back in 1990! To be honest I wasn't crazy about POP, OOTW, or Blackthorne, but with its dark theme I really got into Nosferatu. Admittedly it does get a tad repetitious, but the difficulty and mazes do get harder, sustaining the experience. The game is programmed as tight as a tu-lu on Kid Fan and the graphics are superlative. Adventure game-fans will love Nosferatu.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
<b>85</b>	

I hate to say it, but I was expecting more after five years of waiting. At first glance, Nosferatu seems like the ultimate action/adventure game in the vein of Prince of Persia. The gameplay and combat system is deep and involving, the graphics are beautiful and the music appropriately haunting. After extended play, however, Nosferatu just falls apart - the levels repeat endlessly as do the enemies and situations you find your character in. POP, Out of This World or Blackthorne fans will love Nosferatu, but the average gamer might want to skip it.

GRAPHICS	8
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
<b>80</b>	

I enjoyed this game quite a bit. I would've liked more diverse background graphics, but Nosferatu provides much pleasure for the hard core gamer. Smooth animation, moody music, play mechanics up the ying-yang, and cool bosses, help make Nosferatu a solid adventure. A bit on the hard side, but worth the effort!

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	9
ORIGINALITY	8
<b>88</b>	

## NBA JAM TE • 32X • ACCLAIM • 32MEG • ARCADE • 1-4 PLAYER



What can I say? Scaling big-headed players, mny colors, and BABY MODE! Once again, Acclaim has delivered a sparkling edition of NBA Jam TE. I only wish the 32X had better sound. 32X owners hankering for some arcade sports power will really appreciate this version of the Jam!

GRAPHICS	9
MUSIC	7
CONTROL	10
PLAY MECH	8
ORIGINALITY	8
<b>90</b>	

I am not a fan of any incarnation of NBA JAM, but it's pretty obvious that this version is the best yet. Major parallax, line scrolling, scaling characters and all of the arcade's samples along with the gameplay of the Genesis version creates any NBA JAM fan's dream. A near-exact arcade translation.

GRAPHICS	9
MUSIC	7
CONTROL	9
PLAY MECH	8
ORIGINALITY	7
<b>88</b>	

My favorite basketball game is back! Take the smooth feel, precise control, and addictiveness of the Genesis version, splice it together with the scaling players, extra voice samples, mucho color, and hidden codes up the wazoo, and you've got NBA Jam TE - 32X style! To date, this is the best version of the Jam I've ever played at home.

GRAPHICS	9
MUSIC	7
CONTROL	10
PLAY MECH	8
ORIGINALITY	8
<b>91</b>	

## ZAXXON'S MOTHERBASE 2000 • 32X • SEGA • 16MEG • SHOOTER • 1 PLAYER



The last time I played Zaxxon, I was wearing some hip LCD glasses, sitting in front of a Master System. Zaxxon's Mother Base 2000 reminds me more of a 'Viewpoint' clone than a Zaxxon sequel but that's OK, it's still a really good shooter. The flat shaded polygons are mighty impressive, and the play mechanics, like jumping and 'hacking', are truly ingenious. The only setback is the nearly impossible difficulty.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	8
ORIGINALITY	8
<b>79</b>	

Finally, the 32X is getting some Japanese power! Although Zaxxon's MotherBase 2000 (I'm still trying to comprehend that title) is pretty much a obvious ripoff of Viewpoint, there are many original features to be found here. Jumping over shots and combining with enemies to absorb their weapons is exactly what this type of game needs, and is extremely cool. The flat-shaded polygons of MotherBase are super-joy, but the music is slightly chintzy. A definite purchase for 32X owners.

GRAPHICS	8
MUSIC	6
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
<b>81</b>	

A solid shooter packed with new ideas. I especially like the way the ships resemble living beings (insects, fish, etc.) Jumping to avoid enemy fire and leaping in and out of ships to use their weapons is also cool. While MotherBase sports the Zaxxon label, it has more of a Viewpoint feel. The game is way hard and the music's a little cheesy, but overall, MB is a solid polygon shooter worthy of any shooting fan's cartridge slot.

GRAPHICS	8
MUSIC	7
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
<b>80</b>	

## SHADOW SQUADRON • 32X • SEGA • 16MEG • SHOOTER • 1-2 PLAYER



There is much more to Shadow Squadron than meets the eye. This is a very strategy-intensive shooter, filled with hours and hours of engulging gameplay. The HUGE polygons are extremely impressive, and the music is very good. The 'off-the-tracks' gameplay sets it apart from its predecessors as do the dramatic explosions and intense dog-fights. Highly recommended.

GRAPHICS	9
MUSIC	8
CONTROL	9
PLAY MECH	7
ORIGINALITY	9
<b>89</b>	

Shadow Squadron is a game that seems extremely awesome at first, but begins to get tedious and gradually deteriorates into mediocrity. Don't get me wrong, the gameplay itself is very good and the off-the-tracks 3-D extremely impressive, but your locale never changes and the enemies repeat over and over. If you're a fan of StarFox-type games, give Shadow Squadron a whirl. You probably won't be disappointed.

GRAPHICS	8
MUSIC	7
CONTROL	8
PLAY MECH	7
ORIGINALITY	7
<b>75</b>	

I love this game! SS is the type of game I've been waiting for. Not only are the polygon graphics of the highest quality and the "go anywhere" environment high-powered, but the control is absolutely perfect. And let's face it, seeing a great shooter appear is reason enough to celebrate. Shadow Squadron is the best of the 32X bunch.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	8
ORIGINALITY	8
<b>90</b>	

## GEX • 3DO • CRYSTAL DYNAMICS • ACTION/ADVENTURE • 1 PLAYER



2-D power... on the 3DO? Who-da' think it? Gex not only features many hours of platforming bliss, but high replay value as well. Dana Gould's comedic talents actually add to the fun, and the abundance of diversity is astounding. No two levels are alike! Somehow Crystal also managed to pull off up to five levels of parallax, this I did not expect. I WANT a sequel!

GRAPHICS	9
MUSIC	9
CONTROL	8
PLAY MECH	9
ORIGINALITY	8
<b>92</b>	

Can it be? A 2-D action platformer on 3DO... and a good one at that? Yes! Gex is one of the most impressive games I've ever seen. If you take the 3DO's practically non-existent 2-D capabilities into account. This is a system with NO HARDWARE SCROLLS, and the programming gods at Crystal Dynamics have managed to display five! Gex's gameplay itself is just as high-quality as its technical aspects, and most of Dana Gould's one-liners are hilarious... If you can hear them over the music and sound effects. A must-buy for 3DO owners.

GRAPHICS	9
MUSIC	8
CONTROL	8
PLAY MECH	8
ORIGINALITY	9
<b>90</b>	

Here's a great 2-D action game for the 3DO. The quest is very long, the music is high quality, the game has much humor, and Gex himself is totally unique. The graphics are perfectly drawn bitmaps mixed with SGI power and look awesome. The icing on this cake, however, are the totally unique play mechanics and enough hidden stuff to keep you searching and scratching your head for weeks.

GRAPHICS	9
MUSIC	9
CONTROL	9
PLAY MECH	9
ORIGINALITY	9
<b>95</b>	



# HAGANE

They left you for dead.  
He made you immortal.  
Now it's payback time.

ついに我らが望みかなう時が来た。  
ハガネ様が助けに来てくださったぞ。  
"Our prayers have been answered,  
my friend. Hagane has come  
to save the day!"

ああ、あの超サイボー  
ク体から放たれる強力  
なエネルギー技があれば、  
もうコマンド軍団など敵ではないな。  
"Oh yes, my brother... The Koma Clan is  
no match for Hagane's masterful  
Ninja technique and spectacular  
cyborg form!"

CONTAINS  
NO MSG!

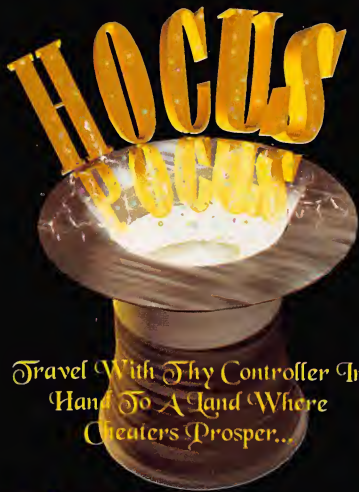
HAGANE, the most brutal cartridge in all the land has invaded the Super NES.  
Ancient martial arts stylings. Futuristic graphic technology. Black magic-powered cyper-  
Ninja clans.. This ain't some B movie, my friend. This is a wicked adventure. A full color,  
100% chaotic, diuimb print-removing action adventure.  
The time for battle has come. Bow, or be beaten.



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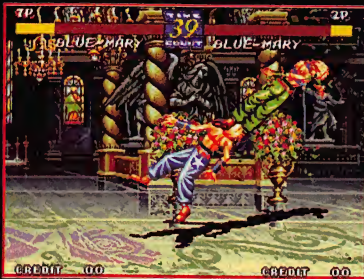


Travel With Thy Controller In Hand To A Land Where Cheaters Prosper...

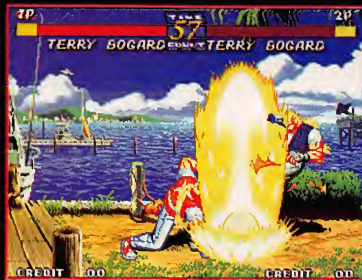
## FATAL FURY 3

Neo-Geo / Arcade

Here's every character's super move for SNK's new Fatal Fury 3. These moves must be done when your energy bar is flashing red.



**BLUE MARY: MARY TYPHOON**  
↓ HOLD ↓ ↘ ↗ + BD



**TERRY BOGARD: POWER GEYSER**  
↓ ← ← ↘ + CD



**ANDY BOGARD: CHO REPPA DAN**  
↓ HOLD ↘ ↗ + CD



**JOE HIGASHI: SCREW UPPER**  
→ ← ← ↓ ↘ + CD



**MAI SHIRANUI: CHO HISSATSU SHINOBI-BACHI**  
→ ↘ ↗ + CD



**GEESE HOWARD: RAGING STORM**  
↘ ↘ ↘ ↓ ← ↗ + CD



**MOCHIZUKI SOKAKU: IKAZUCHI**  
→ ↘ ↘ ↘ + CD



**BOB WILSON: DANGEROUS WOLF**  
↓ ↓ ↓ + BCD



**FRANCO BASH: ARMAGEDDON BUSTER**  
→ ↘ ↘ ← ↗ + CD



**HON-FU: KADENZER'S PHEONIX**  
↓ ← ← ↘ + BD

## DAYTONA USA

Sega Saturn

**Mirror Mode:** Simply hold down START at the "Select Your Track" screen to race it in reverse. (Note: This works in Saturn Mode only)

**Time Attack:** Simply hold down START at the "Select Your Car" screen to play a special Time Attack mode with no enemy cars. (Note: This works in Saturn Mode only)

**Karaoke Mode:** Hold UP on your pad when you select a track to play a special Karaoke version of Daytona with the words scrolling by along the bottom of the screen... "Let's go away!" (Note: This works in Arcade Mode only)

**Change Music:** Enter the options and set your controller functions to "B." Now begin a new game. At the "Gentlemen, start your engines" screen, press any of the three view buttons (X, Y or Z) to change the music of the track.

**Stop the Slots:** Press the X button while in front of the slot machine in the Beginner track to stop the wheels. Get three sevens for extra time on the clock!

**Get New Cars:** Place first in any track and you'll get to race as a new car in Saturn Mode.

**Rotate the Jeffry Statue:** In the expert

track, stop in front of the Jeffry statue and press X.

**Listen to AM2 Music:** To listen to music from any game by AM2, (A

total of 23 games) enter your name at the high-scores screen as the initials of that game. Some examples are: V.F. for Virtua Fighters, A.B. for AfterBurner, O.R.S. for OutRunners, V.M.O. for Sword of Vermilion, G.F. for Galaxy Force, and V.R. for Virtua Racing.



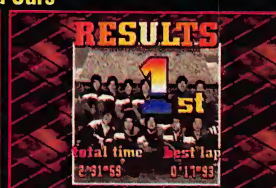
**Karaoke Mode!**



**Extra Cars**

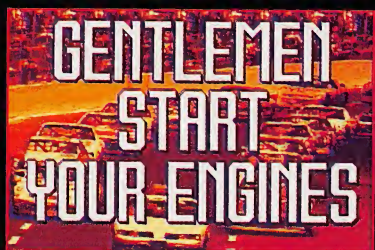


**AM2 BGM Test**



Enter the Mirror Mode/Time Attack codes at the select screens.

Place first to race as new cars!



Enter the music-change code here.



Stop the slots to get extra time!



The Jeffry Statue



## POPFUL MAIL

### Sega CD

After finishing the game, wait about two minutes until the words "THE END" appear on the screen. A graphic screen similar to the title screen will appear showing both your finish time and your rank. Depending on your rank, you may hear Gaw tell you to finish the game in a faster speed to "see something really good."

Ricky Johnson of Ontario Canada

## THEME PARK

### Atari Jaguar

**Get all of the rides and shops by only paying for the shops:** Start a regular game and go to the research vat screen. Put all of the juice in the machine (\$9,999). Put all of it into research for the new shops. Keep all of the juice in the machine until the month after you get your last ride (the arcade). That will be two years and 5 months in May. Go to the quick menus, and press A over the ride icon. You will be able to pick all of the rides, including the roller coaster. To make the process faster, put the game speed on +20.

## CANNON FODDER

### Atari Jaguar

**Regain Weapons** (Must have two men left): Split off another troop with no grenades or bazookas. The new troop will have the dead troops' weapons.

## CLUB DRIVE

### Atari Jaguar

**Drive on Planet Todd:** During the World Selection Screen, enter 4 + 2, firebutton. ("The Hitchhiker's Guide To the Galaxy" Answer)

**Drop & Fixed Camera Views / Debug:** During gameplay press 8 + 6 (On either controller)

All Jag codes from Michael Ferguson of Hazel Park, MI



## KASUMI NINJA

### Atari Jaguar

**Character Vs. Same Character:** First enter a blood lockout code. Then, in the options screen, select "Change Code":

**On Controller #2:** Hold A + C  
**On Controller #1:** Key in 6, 2, 1, 5, 4, 4  
It will say "wrong code," but you can now play player vs. same player.



## QUARANTINE

### 3DO

**Level Passwords:**

**2nd Level - 98645782**

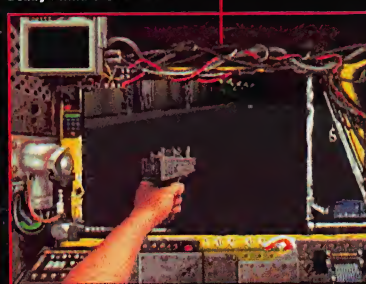
**3rd Level - 89962254**

**4th Level - 54185654**

**5th Level - 92146125**

**Ending Level - 33289642**

Bobby Billina Crown Point IN



## ZOOL 2

### Atari Jaguar

Enter the following codes at the option screen -

**Infinite Health:** 1, 1, 2, 7, 5

**99 Lives:** 3, 1, 9, 6, 5

**Level Codes:**

**Level 2 (Bulberry Hill):** 7, 7, 7, 4, 9

**Level 3 (Tooting Common):** 8, 8, 5, 6, 3

**Level 4 (Shaking Pass):** 3, 3, 6, 6, 6

**Level 5 (Mount Ices):** 1, 1, 9, 6, 8

**Level 6 (Mental Blockage):** 9, 1, 2, 6, 6

**Bonus round after each stage:** 3, 1, 8, 6, 7



## BATTLECORPS

### Sega CD

**Stage Select:** Enter the Option screen and choose "Practice Mode". Now pause the game and enter the code "B, A, B, A, Right, A, C, Up" and unpause. The screen should flash white. Now hold down A, B, and C and press Start. You'll be returned to the main menu of the game. Begin a new game and press Up or Down to cycle through the levels!

## BEYOND OASIS

### Sega Genesis

**Infinite Omega Sword:** In the forest west of the castle, there is a lone tree by the zombies. If you go behind it you will fall into a pit, in which there are 100 levels of monsters. If you reach the hundredth level without being killed, you will receive the infinite OMEGA sword! WARNING! You cannot use any food to replace HP or SP. It can be done... you can use your light ball on certain enemies and items to summon different spirits.

Don Luciano Agunos of San Diego, California

## RISTAR THE SHOOTING STAR

### Sega Genesis

Enter the following codes at the password screen.

**Stage Select:** ILOVEU

**Boss Rush Mode:** MUSEUM

**Copyright Info:** AGES

**Remove All Entered Codes:** XXXXXX

Scott Wold of Downers Grove, Illinois & DHGF

## TRUE LIES

### Snes / Sega Genesis

**Many Joyous Codes:** These codes should be entered at the password screen.

**Infinite Lives:** B, G, L, V, S, End

**Full Weapons:** B, G, W, P, N, S, End

**Infinite Continues:** B, G, G, R, L, Y, End

**Go to 2nd Level:** B, R, H, F, J, R, P, End

**Go to 3rd Level:** T, S, N, J, M, L, C, End

**Go to 4th Level:** C, Q, L, G, F, N, Z, End

**Go to 5th Level:** D, B, Z, J, J, M, Y, End

**Go to 6th Level:** J, B, Z, N, K, G, N, End

**Go to 7th Level:** F, K, P, K, L, H, K, End

**Go to 8th Level:** N, M, T, J, S, K, C, End

**Go to 9th Level:** K, Y, N, C, R, Y, M, End

Santiago Navas of Hialeah, Florida

### First Prize!

The winner will receive a free game console of his or her choice. That's **ANY** game console - 3DO, Jaguar, Sega CD, Genesis, CDX, SNES, or Neo-Geo.

### Second Prize!

Second prize will win a free GameFan T-Shirt, the game of his/her choice and a one year subscription to GameFan.

### Third Prize!

Third prize will win a Game Fan T-Shirt and a one year subscription to GameFan.

**The Super Hocus Pocus Giveaway** - Send in your codes... good, bad, or ugly. We'll choose one grand prize winner each month. Codes cannot come from a previously published US magazine. Winners will be drawn each month and displayed here in Hocus Pocus, a place where cheaters can prosper now like never before. (Current subscribers will receive a one year extension.)

**1st Prize:** Michael Ferguson

Hazel Park, MI

**2nd Prize:** Santiago Navas

Hialeah, Florida

**Third Prize:** Don Luciano Agunos

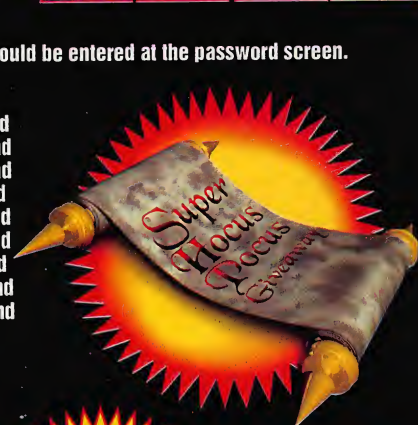
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# GAMEFAN: UP TO THE MINUTE



You wanted it, you got it! GameFan: Up To The Minute is here to stay! I can't guarantee where you'll find it each month because we simply keep a floater in the layout, so be sure to keep an eye out for this bonus page.

This month, we received these exclusive Saturn Street Fighter: The Movie shots from our friends at Capcom, just in time.

So far there are only two finished characters in the game; Cammy, and Ryu. Judging by these shots the Saturn version is identical to the coin-op (which is pre-viewed in this very issue on page 120).

You can read all about this surprising

digi-fighter and then make plans to pick it up on Saturday! SF: The Movie should be ready in time for a simultaneous release with the Sega Saturn on September 2nd.

We will of course bring you more on this and all of Capcom's great 32-bit Saturn software (which includes Night Warriors, X-Men, and Street Fighter Legends) as it is made available.

Of course begging a little never hurts either.  
-E. Storm



## SEGA SATURN

# STREET FIGHTER

THE MOVIE





In the Darkest Hour,



Hope Springs Eternal.

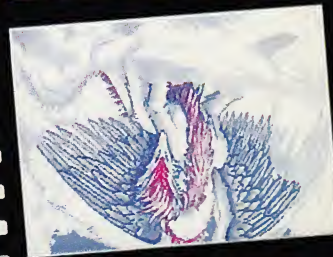


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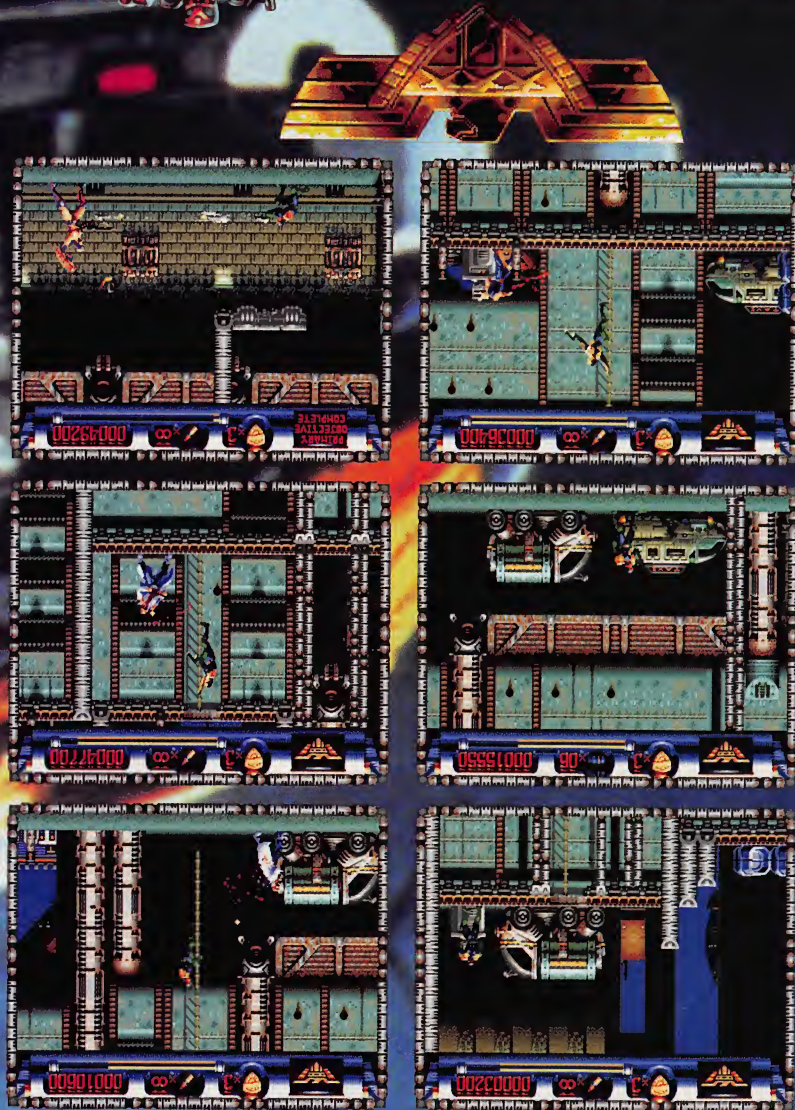
The few inhabitable areas left in America are sprawl-ing metropolitan areas covering what used to be the states. In between the three Mega Cities lies the Wasted Radiation Desert called the Cursed Earth, created during the Great Atomic War of 2070, where mutant spawn and retiring Judges go for the long walk... A world where automation and robotics have made unemployment the rule, where caffeine dealers risk their lives to sell a quick jolt to the restless, embittered citizens, and mere littering can earn you jail time in an Iso-Cube.

## THE LAW

Welcome to Mega-City One, home to 400 million citizens, 60,000 of which exist in soulless self-contained Cityblocks. Within the dismal confines of this enormous sprawl, order is no longer kept by a police force. In the year 2139, the seething citizens of the world are judged not by their peers but by judges. These unforgiving, authoritarian keepers of the peace believe in speedy justice, and it's dispatched on the spot: Judge Dredd finds himself on the wrong side of the law as unseen forces work to bring him down.

Dead World is controlled by the elusive Dark Judges. Under the guidance of Judge Death, who exists only in spirit form, these Dark Judges are able to take over and control both living humans and corpses, making them difficult to defeat.

Their approach to the law is inhuman; they believe that since all crime is committed by the living, the best way to eliminate crime is to eliminate the living! They are determined to steal an inter-dimensional jump device which would allow them to bring their evil brand of justice to Mega-City, Dredd's neck of the woods... big mistake!







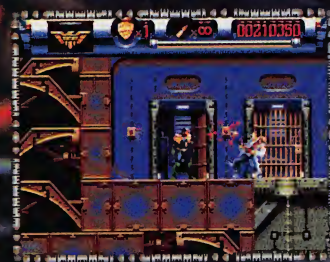
I'M A DOCTOR JIM, NOT A TARGET!



YOU CAN RUN...



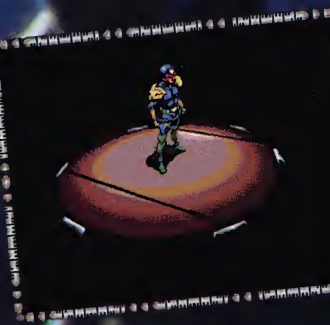
BUT YOU CAN'T HIDE!



Unless you live in a cave I'm sure you're aware of Judge Dredd, the latest comic gone big time Hollywood movie starring Sylvester Stallone. Acclaim has managed to time the game perfectly with the theatrical release. As a result you are looking at a June 'Preview' related to a June movie. That's a welcome switch! I hate waiting for the game when a movie is hot, and I'm pretty sure this one is gonna' be a steamer!

If Dredd the game is any indication of what the movie will be like, Sylvester may top Demolition Man, (although that'll be tough without Sandra.)

Once again, Probe has worked their magic and come up with a solid action adventure. As usual JD is not you're average no brainer. There are missions to complete, and computers to access, reminiscent of the joy filled Probe 'Aliens' game. The characters in Dredd are highly animated, and the backgrounds highly detailed, music's cool too! I'll be back with a thorough review next issue. -E. Storm







THE GODS ARE  
AWAKE. AND THEY  
ARE ANGRY. GET  
READY FOR  
PRIMAL RAGE

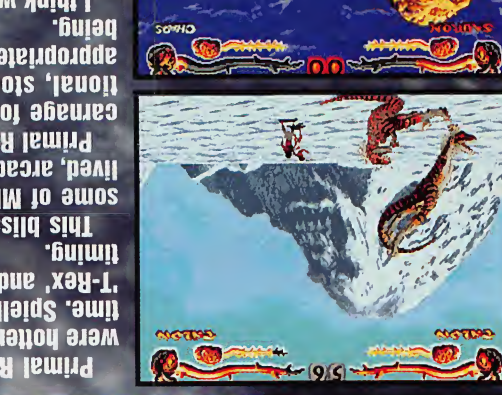
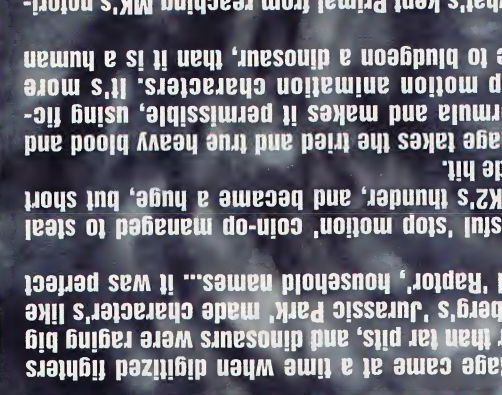
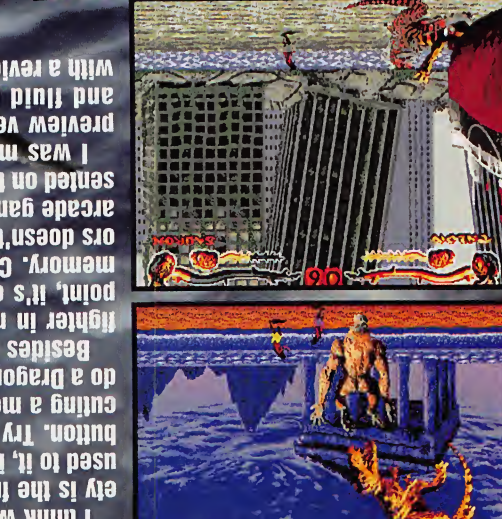
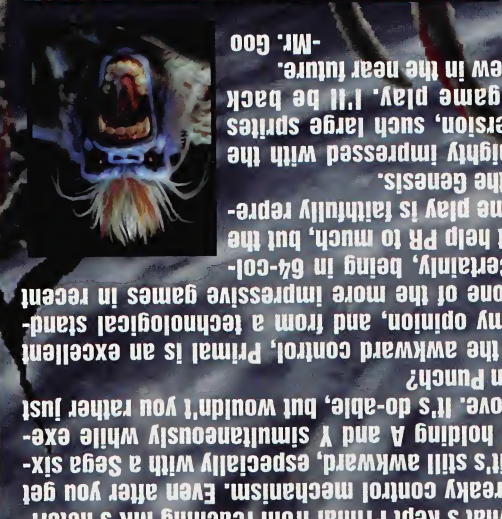
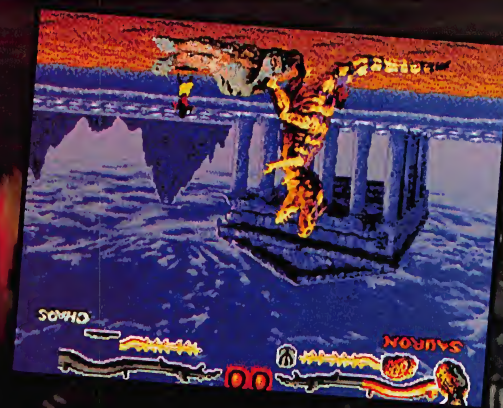
TWI  
24 MEG  
FIGHTING  
1-2 PLAYER(S)  
AVAIL. AUGUST



WELCOME TO URTH!







# PREHISTORIC PAIN!

Primal Rage came at a time when digitized fighters were hotter than tar pits, and dinosaurs were raging big time. Spielberg's 'Jurassic Park' made character's like 'T-Rex' and 'Raptor', household names... It was perfect timing. This blissful 'stop motion' coin-op managed to steal some of MK2's thunder, and became a huge, but short lived, arcade hit.

Primal Rage takes the tried and true heavy blood and carnage formula and makes it permissible, using fictional, stop motion animation characters. It's more appropriate to bludgeon a dinosaur, than it is a human being.

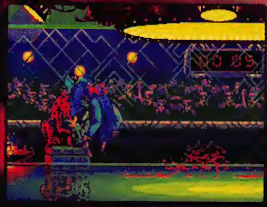
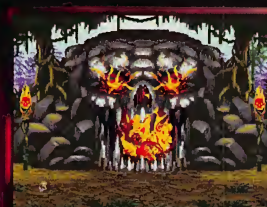
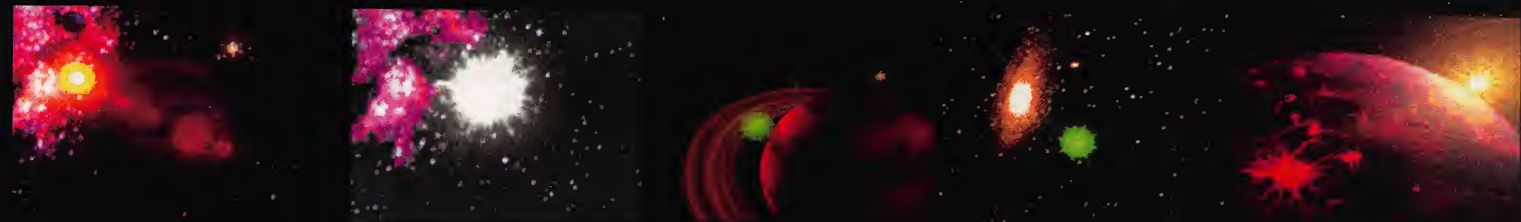
I think what's kept Primal from reaching MK's notoriety is the freaky control mechanism. Even after you get used to it, it's still awkward, especially with a Sega six-button. Try holding A and Y simultaneously while executing a move. It's do-able, but wouldn't you rather just do a Dragon Punch?

Besides the awkward control, Primal is an excellent fighter in my opinion, and from a technological standpoint, it's one of the more impressive games in recent memory. Certainly, being in 64-bit, it doesn't help PR to much, but the arcade game play is faithfully represented on the Genesis.

I was mighty impressed with the preview version, such large sprites and fluid game play. I'll be back with a review in the near future.

-Mr. Goo

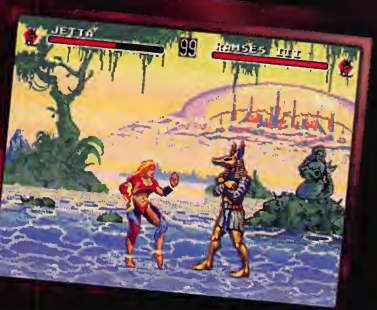




SEGA  
FIGHTING  
1-2 PLAYER(S)  
AVAILABLE NOW



**BLOOD!** Everyone's favorite bodily fluid and the selling point behind many fighting games, ranging from Mortal Kombat to Primal Rage and to Sega's Eternal Champions. Not







The Eternal Champion is some omnipotent-type dude who amuses himself by plucking warriors throughout time out of danger, seconds before their deaths. He then stages a tournament, with the prize being the winner's life. The only catch is that to win the tournament, you have to defeat the Eternal Champion himself. And you only get one chance.

ECCD is a great improvement upon the original, not only in the areas of graphics and sound but playability: Street Fighter-style attacks called "Skill Moves" that apparently require some sort of advanced skill to pull off (most are standard charges or fireball-motion moves) have been added, and the game has an overall balanced feel which the first EC simply did not have. Other additions are the impressive, rendered CineKills, fatality-type moves that show in gruesome FMV your character confronting his or her worst fear. There are, of course, new characters as well: Riptide, a female pirate, Raven, a voodoo priestess, Chin Wo, a kung-fu master, and Ramses, the Egyptian pharaoh, are but a few of these.

Fans of the original *Eternal Champions* or those looking for *SFII*-ish gameplay mixed with *Mortal Kombat* blood should be ecstatic with this game, and even those who've never played the first one may like it. We'll be back next month with a review! - Nick Rox







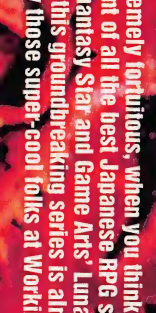
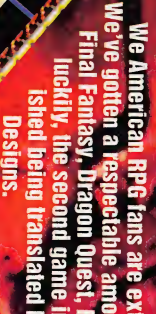
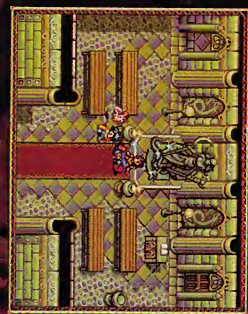
WORKING DESIGNS • SEGA CD  
RPG • 1 PLAYER  
AVAILABLE JULY

HIRO	JEAN	LUCIL
HP 58	HP 110	HP 41
LV 54	LV 85	LV 11

# LUNAR

## ETERNAL BLUE

HIRO	GWEN	LUCIL
HP 43	HP 33	HP 1
LV 13	LV 33	LV 1

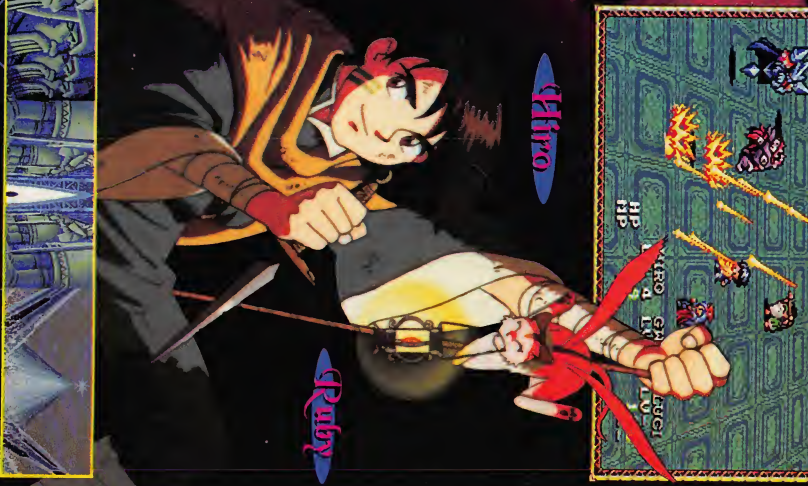


We've gotten a respectable amount of all the best Japanese RPG series: Final Fantasy, Dragon Quest, Phantasy Star and Game Arts' Lunar. And luckily, the second game in this groundbreaking series is almost finished being translated by those super-cool folks at Working Designs.

In Lunar: Eternal Blue you assume control of Hiro, a 16-year-old boy with a thing for ancient ruins. One day Hiro and his companion Ruby, a baby red dragon, (whom everyone else refuses to believe is much more than a strange cat) break into the Dragon Shrine and steal a priceless gem. Upon returning home, the duo find that one of the Goddess

Athena's knights, Leo, had visited Gwen, Hiro's grandfather. Leo had come to inform him that a destroyer would appear within the Blue Spire soon, and that he needed Gwen's help in getting inside it. Gwen is the leading land, in fact the

(fact the only)



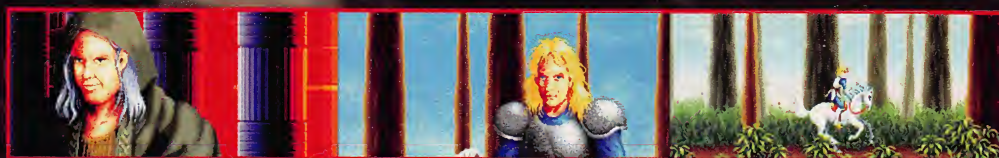




**I won't reveal too much about the plot except that it's incredibly involving and ingeniously written, dealing with such modern themes as corruption in organized religion. Everything else about the game is of the highest quality too, from the superbly animated cinematics and the excellent music. I'll have much more on Lunar: Eternal Blue in future issues!**





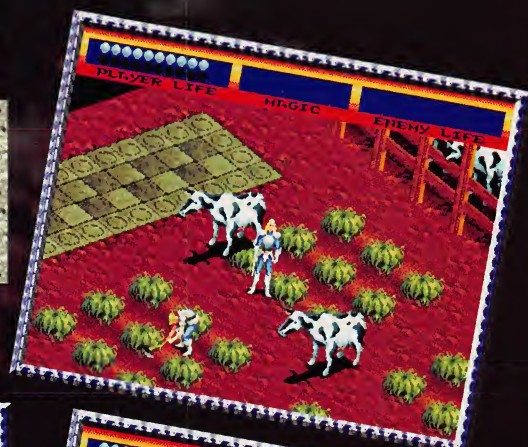


**TREASURE • 32 MEG**  
**ACTION/RPG**  
**1 PLAYER**  
**JPN/MAY • USA/TBA**



*I am David, a swordsman in the employ of King Frederick. Feeling weary from so many battles, the King has sent me on holiday to Green Row. Upon arriving I sensed fear among the people. Later, King Weeden told me of his peril. People have been disappearing at an alarming rate and the townspeople fear some magical spell. Now, I must rescue these people and seal whatever evil lies beneath the castle.*

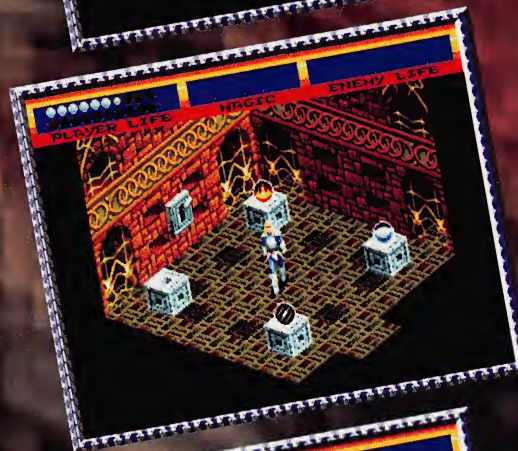
# Light Crusader



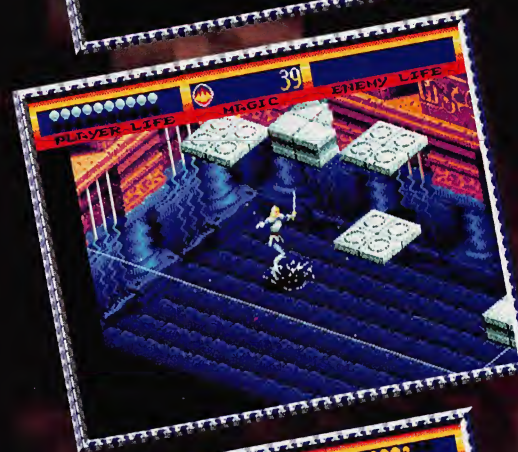
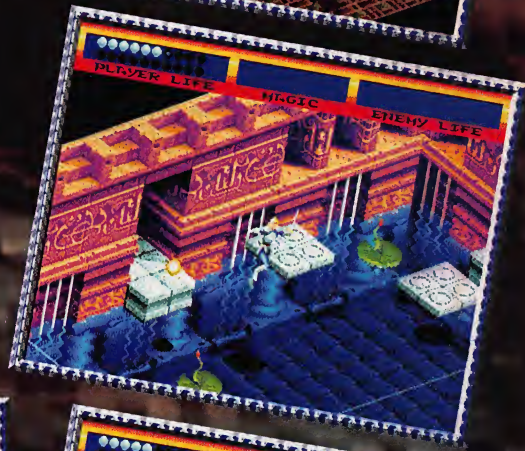
What you are looking at here is to say the least, a true sign of the times. This stupendous 32-meg cart; Light Crusader, is Treasure's last 16-bit game. From this point on it's Sega Saturn all the way.







While this breaks my heart to some extent, I am more excited about what Treasure will bring to the Saturn, than I am about any other developers offering. It is doubtful that Headdy or the Gunstar Heroes will make their way to the Saturn, especially after the makers of the lesser



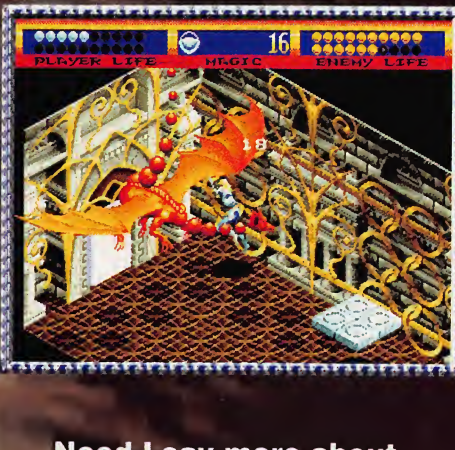
'Gunners Heaven' ripped off almost every aspect of 'Gunstar Heroes' for their PS game. Treasure now feels Gunstar has been done on 32-bit to some extent, so they will concentrate on an Action /RPG that is said to feature real time gameplay. Now, on to the game at hand...







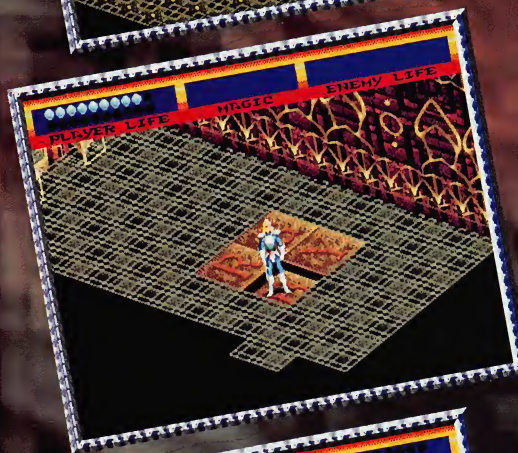
Take the best of Sony's Equinox (Solstice), the best of Climax's Landstalker, and dump in a whole slew of those phenom' Treasure trademark special effects and you've got Light Crusader. It's an Action/RPG that perfectly blends riddle and puzzle solving, isometric platform action, and stunning boss fighting.



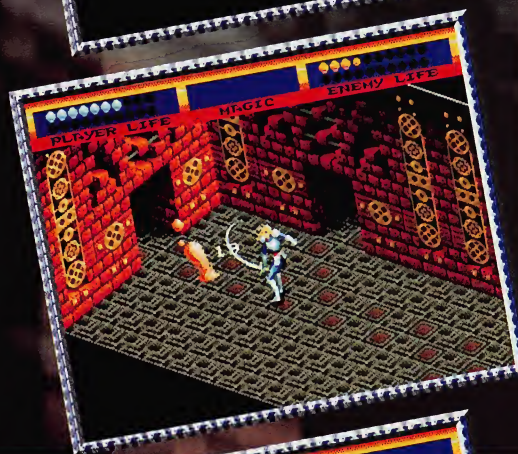
Need I say more about game play? I think not. If you played any of the above mentioned games, I'm sure you not only get the picture, but would buy this title in a heart beat should it make its way to the US.



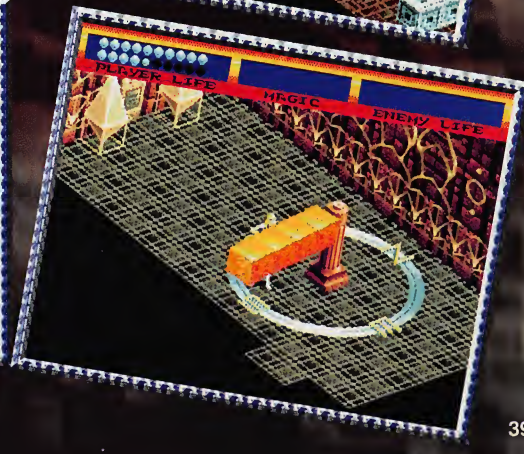
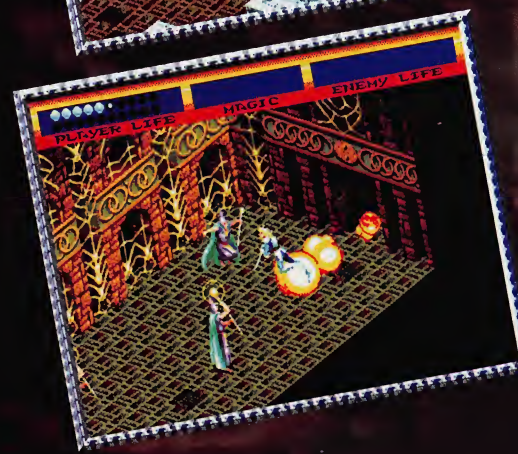




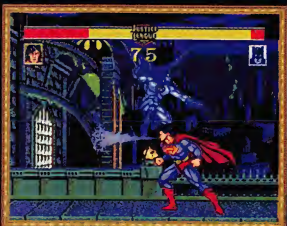
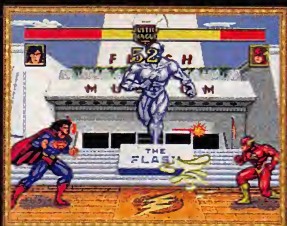
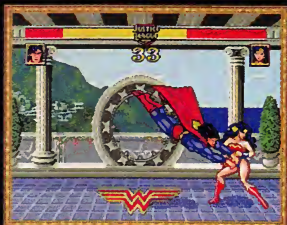
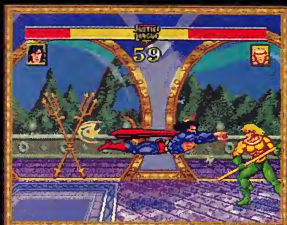
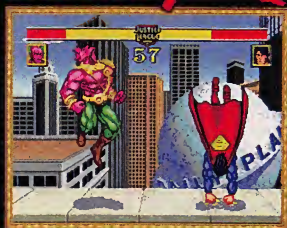
That's right, so far SOA doesn't have plans to bring Light Crusader out, (they're sharp aren't they) however, if it's not in the Sega booth at the upcoming E3 show (where this issue will debut) you can bet a wise third party will snatch it up.



Light Crusader hits stores in Japan this May, hopefully it will hit here soon after (the game is ready to go with English text and all). We'll have a review as soon as we know LC's fate in the United States. Hang on to those 16-bitters! -E. Storm

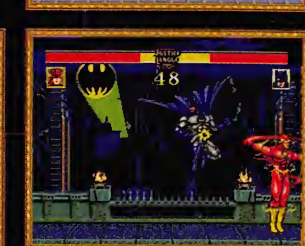
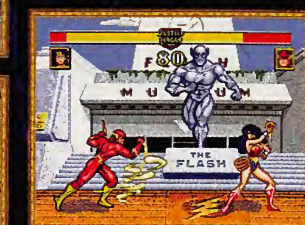
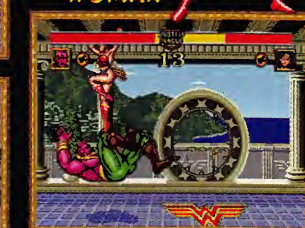
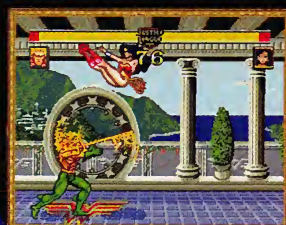
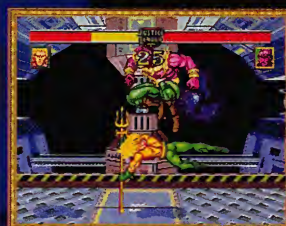
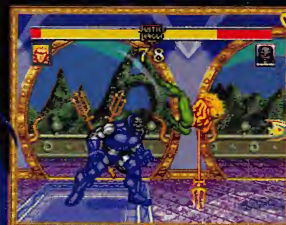
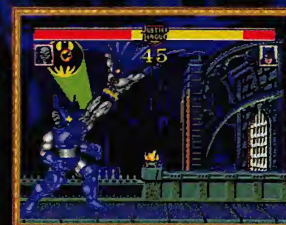
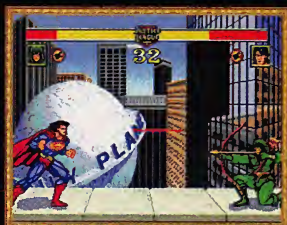
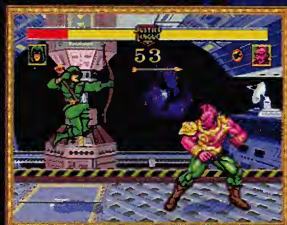
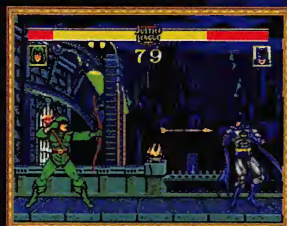






ACCLAIM  
20 MEG  
FIGHTING  
1-2 PLAYER(S)  
AVAIL. JUNE

GENESIS  
PREVIEW



Fighting games have become one of the biggest genres in gaming. It seems that just about every third party wants to throw their hat in the ring. Sunsoft/Acclaim's Justice League Task Force (a product of the recent distribution deal between the two companies) is ready to go, on both 16-bit platforms.

The Genesis version is the epitome of averageness. The graphics are drawn nothing like the comic book heroes, the music is only fair, and the gameplay is comprised mostly of fireballs and charging moves. Not that these are bad play mechanics, they're the greatest. It's just that with no drama or personality of any kind to back them up, they seem totally watered down. The premise of JLTf is that Darkseid has plans to take over Planet Earth, and use it as his base to control the universe. To stop this evil plan, you control one of the following Justice League members: Superman, Batman, Wonder Woman, The Flash, Green Arrow or Aquaman. In order for Darkseid's plan to work he must eliminate the Justice League once and for all, so he uses his dark powers to pit the League against one another. Hence, good guys fight good guys.... fine by me. It won't hurt my IMAGE. Maybe it'll SPAWN a MAXX'd out sequel. -Kid Fan



DARKSEID CHEETAH DESPERO



Look in it's **Earth Worm Jim**... again! Back so soon? But of course. Did you think **Genie** would deprive you of Jim 2 power? No way! The second Shiny gave us the AOK we scooted down to **Lagoon** beach and grabbed us a heapin' heapin' of Jim 2! Well at least some early screens that is.

You thought **Shiny** impressed us the first time out? Wait 'til you see what they are doing on the **Genesis** now! It's mind numbing! **Clockwork Knight** like 3D, stages that you carve out yourself, **SGI** characters and backgrounds, and a whole bunch of other stuff that we ain't never seen before on the **Genesis**. Here's what **DP** had to say about Jim 2 so far.

"EWJ pulls no punches, from bombing runs over hostile and alien continents, storming the hostile innards of an energy sucking planet (with Jim disguised as a salamander no less!) to 'eating dirt?'" Added to Jim's already impressive arsenal of weapons and special moves to his ever faithful and resourceful pal, **Snott**, allowing Jim to leap, climb and swing to new, secret places."

#### The Look:

"Utilizing the new and improved Shiny technique, **Animation II**, Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. CG modeled and rendered characters and environments will be more pronounced in Jim's new universe."

#### The Story:

"Hideously mutated and deformed describe the irradiated bovine comet, the princess' fate once again rests in Jim's heroic hands. His mission: Traverse the cosmos for the only cure to free the princess from her heifer-half. All the ingredients that are necessary for the antidote are spread across ten exotic and very hostile worlds. Somewhere in the background is **Psychrow**, working his evil machinations against Jim."

#### The Worlds:

Among those under consideration are...

**Lorenzo's Soil** -Within the earthy soil of Burbank lies an archaeological claim that might be the lost temple of **Psychrow**, in which lies one of the ingredients to the antidote Jim seeks. Jim must dig, dodge and drill his way to the treasure and past the world's twin rulers **Lorezno** larvae and **Pedro** pupa to reach the safety of the surface soil ... or eat dirt!

**Wormburger** -"A world of hurt for Jim containing forks, graters and salt for his wounds."

**Peter, Pound and Mary** -"Jim catches **Psychrow** in the act of Purloining **Peter Puppy's** prodigy. Cornering **Psychrow** in an abandoned space-port control tower, **Psychrow** attempts to get rid of the evidence by throwing the helpless pups out the window ...Jim to the rescue."

**The Flyin' King** -Destroy everything below, above and around you.

**Villi People** -"As fun as it sounds! Out of the thousands of letters we got from gamers, a flying cave salamander level was the most requested feature for **Earthworm Jim 2**. So not to disappoint, it's there in living level."

**Circus of the Scars** -All of the worst and embittered circus performers of the universe have built a circus-like stronghold, capturing the unsuspecting aliens and forcing them to watch really bad performances from inhabitants like **Splat**, the tightrope walker, and **6 Thumbs**, the knife thrower.

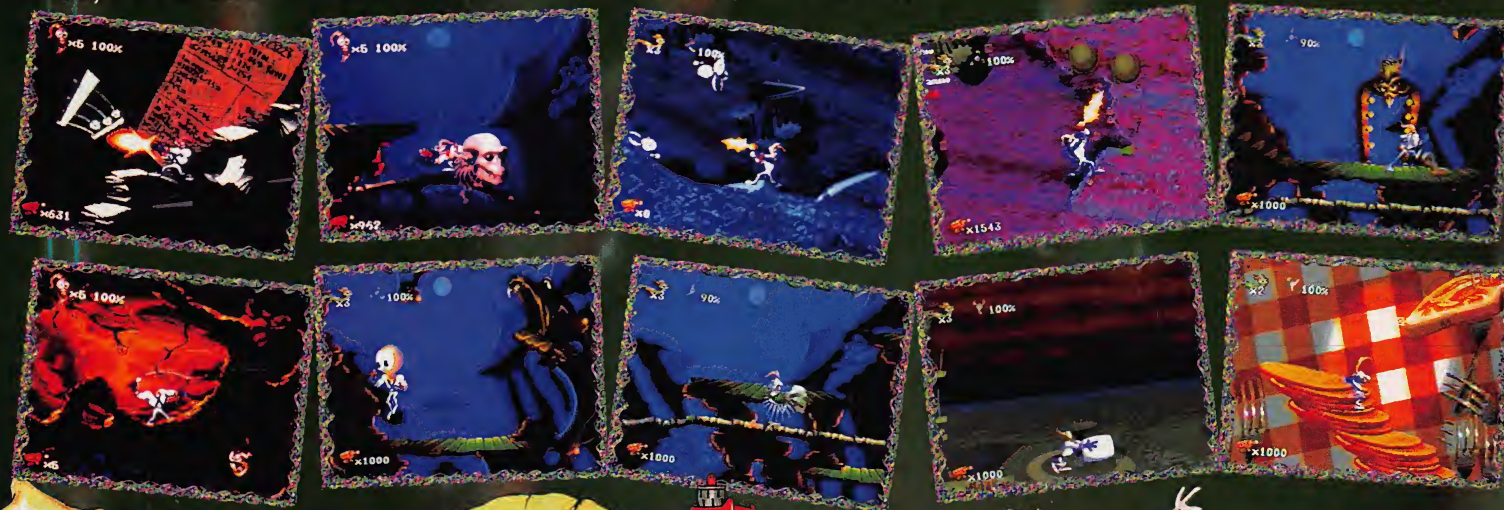
**I.S.O. 9003** -More fun with accountants: Jim owes back taxes to the **I.R.S.** (Intergalactic Revenue Service).

#### New Moves:

**Defense move** -Suit holds out vertically to create a "rubber band" defense.

**Whip-grab** -Suit uses worm like a lariat to grab power-ups or reach swing points. Also can grab and pull heavy objects towards Jim (e.g., a rock over a spike bed to create a stepping stone).

**Snott swing** -Jim utilizes his ever present and faithful sidekick to help him bridge the gaps.





# Next one to call them "cute" gets a fireball in the butt.



What's that smell? Oh, it's your butt.

Sizzling, scorched and smoking. You

made the tragic mistake of thinking

Kirby's new buds were harmless stuffed animals.

Man, were you burned. This is Kirby's DreamLand 2®

for Game Boy® and Super Game Boy®, and you're

in the hot seat. Kirby's scraped

under the desk of the animal kingdom and

with a handful of down and dirty allies. They

may look adorable, but they make Kirby deadlier

than ever. Meet the owl that slings boomerang

feathers. Shake fins with a fish that lets

Kirby swallow under water. Kneel before

the hamster that coughs up white-hot spheres

of justice. "Cuddly"? Hardly. So hike up that

asbestos underwear and watch your language.



**Nintendo®**







Play  
it  
LOUD





Nintendo announced they has agreed to make a multi-million dollar capital investment in the U.K. based Rare, one of the world's hottest video game development companies. Nintendo's investment in Rare will ensure that Rare remains not only the world's most technically advanced video game developer, but also one of the largest. The investment, which will give Nintendo a 25% interest in Rare, marks the first time Nintendo has invested in a video game development company outside Japan. Under the "Rareware" label, Rare will be developing games for Nintendo's SNES, Virtual Boy, Game Boy and Ultra 64 hardware. This announcement comes as little surprise to industry observers considering Donkey Kong Country (developed by Rare) sold more than 7.4 million copies worldwide making it the fastest selling game of all time. Couple this with the #1 status of Killer Instinct (also developed by Rare) in arcades, and you can see why Nintendo would want invest in Rare faster than you can say "Gold Mine". It's no secret that the development talents of Rare are held in high regard by Nintendo. Howard Lincoln, Nintendo of America chairman had this to say about Rare- "Based on the tremendous worldwide success of Donkey Kong Country and Killer Instinct, it's clear that Rare is the best video game developer in the world. Just like the movie industry where there are a handful of people who make great movies, the video game industry only has a few people who make great games. Nintendo considers the Rare team the 'Spielberg' of video game development."

Recently, GameFan had the distinct pleasure of speaking with Mr. Lincoln, and Joel Hochberg, Rare president, on the progress of the Ultra 64, Virtual Boy, the future plans of Nintendo and Rare. Here's what they had to say.



## An Interview With Howard Lincoln

**GameFan-** Congratulations on acquiring Rare. Ever since Battletoads we've been huge fans. We also know that they have been working magic since the old Amiga days and have always been the envy of the European development scene.

**GF-** Judging by the specs, you obviously have the highest powered new system at the best price. However, the consumer has not yet seen an Ultra screen shot, and only a handful of games have been officially announced. If the Ultra is a '95 product don't you think its time to let the cat out of the bag? The letters are REEEAALY piling up!

**Howard Lincoln,** Nintendo of America chairman- Because of the tremendous amount of speculation in the industry of specs, and the launch date, of not

only Ultra 64, but the Saturn and PlayStation, and given the proximity of the E3 show, we have put an embargo on commenting at all about NU64 until the show. Certainly the questions you have raised are going to be answered at the show. I think there is a way of answering the question that ties in what you were saying before. The NU64 is a very, very powerful hardware platform that can do a lot of things, and it's going to be priced very competitively. But the most important thing is not to disappoint the consumers. The important thing is to come up with really great software. That is one of the reasons why we've made this investment in Rare. What you have is a platform like Ultra 64 that requires people to be on the leading edge of technology to work with SGI workstations and other technology that a lot of people in our business are not really that skilled at.

So you've got to have those people, and at the same time you have to have people that are capable of making video games that won't put people to sleep. That combination of talent, the technology side and the creative side, is very, very difficult to find. You can find one part or the other part in various parts of the world, but finding them together is extremely rare. The Rare people, particularly Chris and Tim Stamper, combine first class game developer talent with technology expertise. We are counting on them as one of the key parts of our Nintendo Ultra 64 strategy. It's also what we are doing in 16-bit. I can guarantee that when you walk out of the E3 show you will see that we have the best line up of 16-bit software in the back half of 1995 that we've ever had and that includes 1994 with Donkey Kong Country. One of the games that I can



talk about is the sequel to Donkey Kong Country.

**Joel Hochberg**, Rare president - Don't over look the Game Boy product.

**HL** - We've got Donkey Kong Land, that also for the first time has the Advanced Computer Modeling technology from Donkey Kong Country incorporated in Game Boy. That will be released in June, 1995. We've got some other Game Boy surprises from Rare that I think you'll be very pleased with.

**GF** - That brings me to my next question. Together with Rare, how many DKC quality 16-bit titles do you plan to produce per year.

**HL** - It's hard to give you a number. There are two titles that Rare has been working on that are 16-bit titles which will be shown at E3 and they will be introduced in the back half of 1995. We have some other 16-bit titles that we are planning on introducing as well. But typically, Nintendo has approached the market of releasing fewer rather than more titles. That's the approach that Rare is quite comfortable with too. We moved over seven and a half million Donkey Kong Country cartridges between November of 1994 and today. The game is not about how many titles, it's really the quality of the title.

**GF** - Absolutely, we also emphasize quality.

**HL** - I know, I read your magazine. One thing I can tell you is that I think we will probably introduce slightly less 16-bit titles this year than we did last year.

**GF** - How many titles does Rare have planned for the VR Boy and Ultra following their launch?

**HL** - Rare is working on titles/games for VR Boy and Ultra 64. Of course if we told you the names of the titles, then we'd have to kill you. And I can't figure out how we'd do it through the speaker phone.

**GF** - Well, Eileen was kind enough to provide a cyanide capsule with my Fed-Ex package.

**GF** - Will any Rare titles for the NU64 be on display at E3?

**HL** - I can't answer that question because we can't really comment on Ultra 64 for the E3 show.

**GF** - Which system will be your main emphasis going in to '96? Or will you support all four aggressively?

**HL** - We will continue to aggressively support 16-bit platforms. Certainly in 1996, we

will obviously be supporting VR Boy and Ultra 64. I think that once you've seen what we've done with Game Boy in 1995 with the titles that we are going to release at E3, you will see that Game Boy has additional life and we will continue to support it into 1996. I think that your point is good, right now we have two platforms and we will be expanding to four. And that always raises the issue of quality, and the issue of who's paying attention to what. At some point in time you are going to see SNES phase out, but certainly not in 1995 or 1996. It's hard to speculate on what's going to happen after that. We are feeling very good about VR Boy and certainly Ultra 64. Joel, your guys like the VR Boy a lot don't they?

**JH** - Yes, I think some of the technology that we were not able to use in conventional screen display we are going to be able to use is a very convenient manner providing an extra special 3-dimensional screen with VR Boy. We are excited about a couple products we are working on for VR Boy.

**GF** - Joel, this question is for you. What will Rare's first Ultra game be and



how far along is it?

**JH** - We've been working on Ultra 64 since the early days of hardware concepts. The results so far are absolutely dynamic. The requirements for very significant special effects become more apparent when you have a system that can produce the technical accomplishments of the Ultra 64. As of the first go, so to speak, we can't be very specific in respect to time frame.

**GF** - Does the fact that the dollar is at an all time low in Japan, have any bearing on your decision to join forces with a European developer?

**HL** - No, there is no relationship between the two. Certainly the strength of the Yen to the dollar has an dramatic effect on Nintendo, Sega, and any other company that is headquartered in Japan. That doesn't have anything to do with this decision. And nor does our decision to invest in Rare. I really think this is a very unique and special investment and I don't anticipate that you are going to see Nintendo doing this with other companies, even though we have a very good relationship with a number of 3rd party developers who are working on everything from VR Boy and SNES to

Ultra 64. I really think it should be regarded as unique.

**GF** - What companies in Japan do you have similar agreements with?

**HL** - Nintendo Company Limited has relationships with various developers including some minority stock ownership positions. I'm really not the person to comment on that because I don't know all of the details. What I can tell you is that the press release indicates this is the first time we've done anything like this outside of Japan.

**GF** - Will all of Rare's games use SGI graphics? Or will traditional animation be used as well?

**JH** - I think we've grown our own kind of position in respect to what the public is looking for, the ACM style and I think we have a few other surprises as well. You can be on the lookout for some very special technical effects coming from us.

**GF** - Do you feel that this deal, along with two major hardware launches, will put Nintendo back on top?

**HL** - If we look at this thing on a worldwide basis, there is very little competition. Looking at sales, and in particular the earnings of Nintendo, there is no comparison between those numbers and anybody else's including Sega, which is a minor player when you look at the market across the world. If you do some checking you will find that both Nintendo and Sega have commented in the last ten days on what they expect their sales and their pre-tax profits will be the fiscal year ending March 31. If you look at that you are going to see that Nintendo's pre-tax profits were five times greater than Sega's, and that Sega's operating ratio has gone in the tank. So I think on a worldwide basis, we are okay. In the U.S. we certainly feel that the Tryst data makes it about a 50/50 market given a few points here and there. Since the beginning of the year and as DKC has cut in, we are ahead in market shares in the 16-bit area as measured by Tryst. Obviously Sega has done very well and I think we have gotten back and regained the momentum we had lost at the end of 1993. I feel very good about this and I think the days of "Gee, Sega is cleaning Nintendo's clock in the U.S." are long gone.

**GF** - That's kind of what my take is on the whole thing as well. Nintendo's going back to what made them the giant that they are, by getting back to basics. Everybody is screaming about graphics, and new technology. We'll all see what Ultra can do soon enough. Right now we're seeing what you can do on 16-bit. Showing there's no need for a CD, or an upgrade to play next generation software. Look what you can do if you're committed to the product and to the consumer.



**HL** - Well, I couldn't have said it better myself. In fact, would you like to come to work for me?

**JH** : Can we quote you?

**HL** - And I'll pick up your pen and write the story.

**JH** : If I could just add to what Howard said, As far as I'm concerned Nintendo has always been on the top and for us, as developers to associate with the company we feel will be first and foremost, you can tell what we feel Nintendo is.

**GF** - Instead of addressing the fact that they might have some competition, the other hardware companies are saying "It's not going to happen, they can't put it in a box at the proposed price point". You guys have always shown your commitment to quality.

**HL** - Well thank you, and that's where we are heading. I think you've said it very well. You also have to measure this thing over a long period of time. Ultimately, as a public company, our principal obligation to our shareholders is to make money. We have done that consistently. You do it over a long period of time by creating a brand that people associate with quality games. And every time you take your eye off the ball, you get hurt.

**GF** - Many feel that 16-bit has not run its course as the best games such as DKC, and Rare's future titles are just coming out, how long will you continue to support the SNES?

**HL** - As for 1996, it's really just speculation. I think the point we are making is certainly in 1995 and 1996 and presumably in the future, is that we're going to be supporting SNES. The point I want to make is this: The market right now is soft for any 16-bit title except games of the caliber of Donkey Kong Country.

**GF** - Except for Home Runs

**HL** - Except home runs. But that shouldn't be a signal to companies to get out of the 16-bit business where there's such a huge installed user base. What it means is that consumers are saying, "Show us something that's a real quality product." I think that you are going to see more 3rd party publishers getting out of the 16-bit. I don't know where Sega is on 16-bit but we don't have any plans on getting out. What we have is a plan to make the games even better than they were before. If we introduce a

B title on 16-bit it will be very difficult to sell in this market.

**GF** - I think that's really just the evolution of the informed consumer, our target market.

**HL** - I completely agree with you. I think that the media in particular does a disservice because they don't focus on what you guys have focused on. There is a market for people who like to play video games. Those are our consumers. If we are faithful to them, then we are going to be okay.

**GF** - I think that's the big issue. Unfortunately, simply because a 3rd party brings out a B or C title which fails, automatically the rest throw up their arms.

**HL** - I think there's that, and there's also the fact that some of those companies are probably companies that have to come up with some explanation for why they are not making their numbers. It leaves the impression that category is gone. That attitude was present in the back half of 1994 and two things happened. One obviously is Donkey Kong Country. It's not just that we introduced that title, but we spent between fifteen and twenty million dollars in the U.S. marketing it. In addition to coming up with great titles, you also have to put the marketing dollar behind it.

**GF** - We feel the Virtual Boy has amazing potential, but we seem to be alone with our opinion. Can you shed some light on the subject? Where exactly does the Virtual Boy fit into Nintendo's and Rare's plans?

**HL** - We certainly did not come out of the Shoshinkai show with a scroll of positive comments from the media. And perhaps in retrospect we showed the product a little bit too early. When we showed it again in January at the CES show, I think the reaction of the trade was much better. And it may very well be that they were expecting worse. But I don't think so, I think that they saw the potential and the software development had gone a little bit further. The reaction of the retailers was quite positive. We've been doing a lot of focus group testing on this product as the software gets better and better. And what we're finding is that people that play it, like it because it's a new experience. There's a lot of really neat things you can do with this that you can't do using a television monitor. So the focus groups we've done have been quite, quite positive. And the software that we are

working on is developing a pace. We are not going to introduce this product until summer. It's going to be introduced in Japan in mid July. By then I think we will have the quality of software we need to launch the product. It's going to be difficult to market the product because you can't make a television set that says this is what the graphics look like. So that's a challenge for us. But that's the business we are in. But I think that like in anything else whether it's Game Boy or whatnot it all depends on the software and the price point. The only thing I'd add to this is the guy who made this is the same guy who made Game Boy, Mr. Yokoi. I asked him how do you think this will do relative to Game Boy. He said that he thinks it will do a lot better. This is an experienced professional in the video game development business, who has a very long successful track record. You have to factor that in as well. The whole purpose is to bring in a new type of entertainment to video gamers, and I think we can accomplish that.

**GF** - I think that's where we're coming from, this is a new experience entirely. This is something, that if done right, can be very fulfilling. But it's something completely different. You're either going to approach it with an open mind and say, "Wow this really has potential", or you will pre-judge it and say, "Well it's only got two colors". That to me is irresponsible. In this business you can never judge a product until it's had a chance to show it's true colors. It's an experience, completely different from sitting down in front of a TV.

**HL** - It is a different experience and we'll just have to see how the software goes. We feel very good about it.

**GF** - Well, we are behind the project one hundred percent and cannot wait to get ours.

**HL** - You'll have some problems in trying to explain it to your readers, because it's hard to picture those graphics. I'm interested to see how you guys do that.

**GF** - Well, we have a couple of tricks up our sleeves.

**HL** - Good, because we will be watching. I know that the Nintendo Power people have some tricks too.

Thank you for your time. We are extremely excited about everything Nintendo is doing and cannot wait to fill in our anxious readers. You have the undivided attention of the gaming world and GameFan is behind you 110%. We will continue to report the facts as they are made available. Thank you for aiding in this process. BEST OF LUCK!





# PLANET SNES

## SPECIAL FEATURE!

The following information is provided courtesy of Shiny's "reasonable explanation" of EWJ2, as written by David Perry, president, Shiny Entertainment. The characters and the levels described are, of course, subject to change.

Here's our first glimpse of EWJ2 (working title) for the SNES. This time around Nick is going insane, slapping those keys like a crazy person! He's creating some of the most stunning SNES visuals we've ever seen (with a little help from his friends of course)! I'm telling you, the man is possessed! Jim 2 SNES looks amazing with 256 beaming colors! The SGI graphics that we saw looked ultra cool mixed with Shiny's brilliant traditional animation. Tony Tallarico is pounding out some truly amazing SNES sounds to go along with the action and so far, it's sounding superb. Now here's the same stuff we printed on the Genesis page just in case you only read this one!

"EWJ pulls no punches, from bombing runs over hostile and alien continents, storming the hostile innards of an energy sucking planet (with Jim disguised as a salamander no less!) to "eating dirt?!" Added to Jim's already impressive arsenal of weapons and special moves to his ever faithful and resourceful pal, **Snott**, allowing Jim to leap, climb and swing to new, secret places."

### The Look:

"Utilizing the new and improved Shiny technique, **Animation II**, Jim attains an animated motion picture quality and feel not only in attention to detail, but in fluidity of motion as well. CG modeled and rendered characters and environments will be more pronounced in Jim's new universe."

### The Story:

"Hideously mutated and deformed describe the irradiated bovine comet, the princess' fate once again rests in Jim's heroic hands. His mission: Traverse the cosmos for the only cure to free the princess from her heifer-half. All the ingredients that are necessary for the antidote are spread across **ten** exotic and very hostile worlds. Somewhere in the background is Pscrow, working his evil machinations against Jim."

### The Worlds:

Among those under consideration are...

**Lorenzo's Soil** -Within the earthy soil of Burbank lies an archaeological claim that might be the lost temple of Pscrow, in which lies one of the ingredients to the antidote Jim seeks. Jim must dig, dodge and drill his way to the treasure and past the world's twin rulers Lorezno larvae and Pedro pupa to reach the safety of the surface soil ... or eat dirt!

**Wormburger** -"A world of hurt for Jim containing forks, graters and salt for his wounds."

**Peter, Pound and Mary** -"Jim catches Pscrow in the act of Purloining Peter Puppy's prodigy. Cornering Pscrow in an abandoned space-port control tower, Pscrow attempts to get rid of the evidence by throwing the helpless pups out the window ...Jim to the rescue."

**The Flyin' King** -Destroy everything below, above and around you.

**Villi People** -"As fun as it sounds! Out of the thousands of letters we got from gamers, a flying cave salamander level was the most requested feature for Earthworm Jim 2. So not to disappoint, it's there in living level."

**Circus of the Scars** -All of the worst and embittered circus performers of the universe have built a circus-like stronghold, capturing the unsuspecting aliens and forcing them to watch really bad performances from inhabitants like **Splat**, the tightrope walker, and **6 Thumbs**, the knife thrower.

**I.S.O. 9003** -More fun with accountants: Jim owes back taxes to the I.R.S. (Intergalactic Revenue Service).

### New Moves:

**Defense move** -Suit holds out vertically to create a "rubber band" defense.

**Whip-grab** -Suit uses worm like a lariat to grab power-ups or reach swing points. Also can grab and pull heavy objects towards Jim (e.g., a rock over a spike bed to create a stepping stone).

**Snott swing** -Jim utilizes his ever present and faithful sidekick to help him bridge the gaps.







NIGHT VISION!

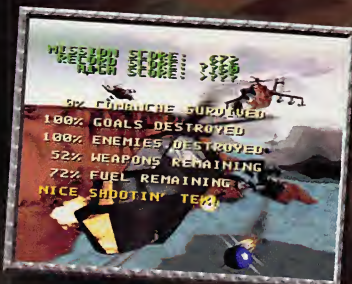
NIGHTTIME WARFARE!



One reason for all the high excitement over the new 32 and 64-bit game systems, is due to their 3D capabilities. Besides games armed with Nintendo's FX chip, the SNES hasn't been able to produce convincing real-time 3D. However, with Nintendo's latest FX game, Comanche, convincing SNES 3D is here for the taking.

Although still early, I was extremely impressed with this seemingly un-16-bit chopper sim. Developed by Nova Logic, Comanche provides the most convincing, three dimensional virtual environment I've ever seen on the 16-bit Nintendo.

I know, I know, you're looking at these screen shots and you're saying to yourself "who cares, these are the most pixelly graphics I've ever seen". Well, here's a case where the pictures on this 2D page don't do this 3D game any justice at all. After a minute or so of playing the game, I didn't even notice the pixels. Instead, I was blown away by the amazing real-time 3D terrain. Not only is it 3D, but the Voxel graphics make Comanche look as if it's made up of texture mapped polygons. Even though the graphics in this game seem much



SNES  
PREVIEW

NINTENDO  
16 MEG/FX2  
3D FLIGHT SIM.  
1-2 PLAYER(S)  
AVAILABLE JULY







**ARCTIC BLAST!**



**DESERT DEMOLITION!**

more complex than in, say, *StarFox*, the frame rate is obviously higher, which makes the objects and landscape scale smoothly. Even in the two player split-screen mode, the frame rate doesn't suffer much.

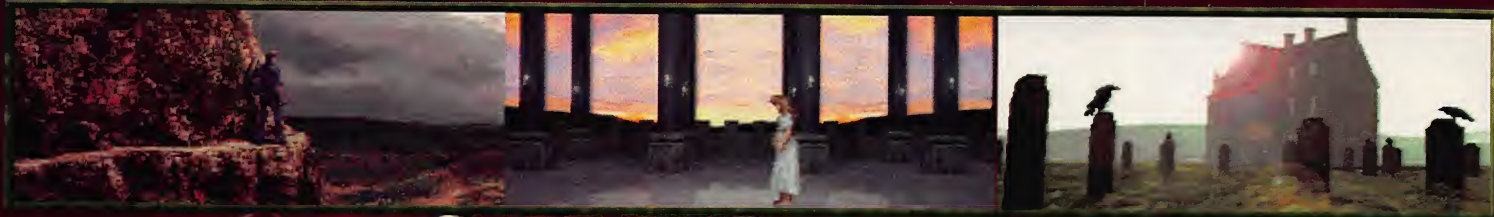
Yet another technical achievement of this game is the link-up option. While you do need 2 TV's, 2 SNES's, 2 copies of the game and a link-up cable to connect the two, you and a friend can play against each other- each with your own screen! While I must reiterate that this is an unfinished game, I know a good game when I see one, and *Comanche* is it. This game goes a long way towards proving what we at GameFan have known all along. And that is, that 16-bit has a lotta' life left in it. *Comanche* is the proof. -K. Lee



**2-PLAYER JOY! SPLIT SCREEN OR SYSTEM LINK!**

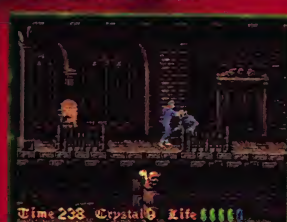






# Nosferatu

SETA • 16MEG  
ACTION/ADV.  
1 PLAYER  
AVAILABLE JUNE



I've waited three years for this game. In fact I can remember the first time I saw it, in Famicom Sushin back in '91. Back then we were shocked (we being the Enquirer and myself back in our DH Game Club days). Nosferatu looked incredible compared to what was out at that time, but here we are approaching the end of the 16-bit era and Nosferatu is just coming out.

The game has changed hands several times, going from programmer to programmer, and has under gone several re-designs in the process. So was it worth the wait. I'd have to say definitely yes, especially if you liked Blackthorne, Flashback, Out of This world, and Prince of Persia.

The story is rather basic; Nosferatu (AKA Dracula) has kidnapped your girl-friend, so you must enter his twisted castle and retrieve her before Drac sucks her dry.

Following the best animated intro. I've ever seen on the SNES you find yourself in the dark, dank recesses of Dracula's castle. Unlike other games in the adventure genre you fight right away, and often.

John can attack in many ways and learns new moves throughout the game by collecting crystals. Besides your standard punches and kicks, flying kicks and combo's can also be achieved. This adds a welcome level of diversity to the gameplay.

Besides fighting, you do *alot* of jumping, hanging, and puzzle solving in Nosferatu, reminiscent of the blissful SNES Prince of Persia. So, Nosferatu

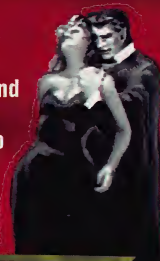
really blends three types of game play; fighting, puzzle solving, and platform jumping. John controls perfectly, making all three rapturous.

The backgrounds in Nosferatu are super detailed and nicely colored. They do repeat quite a bit, but that is to be expected in a game with such big maps.

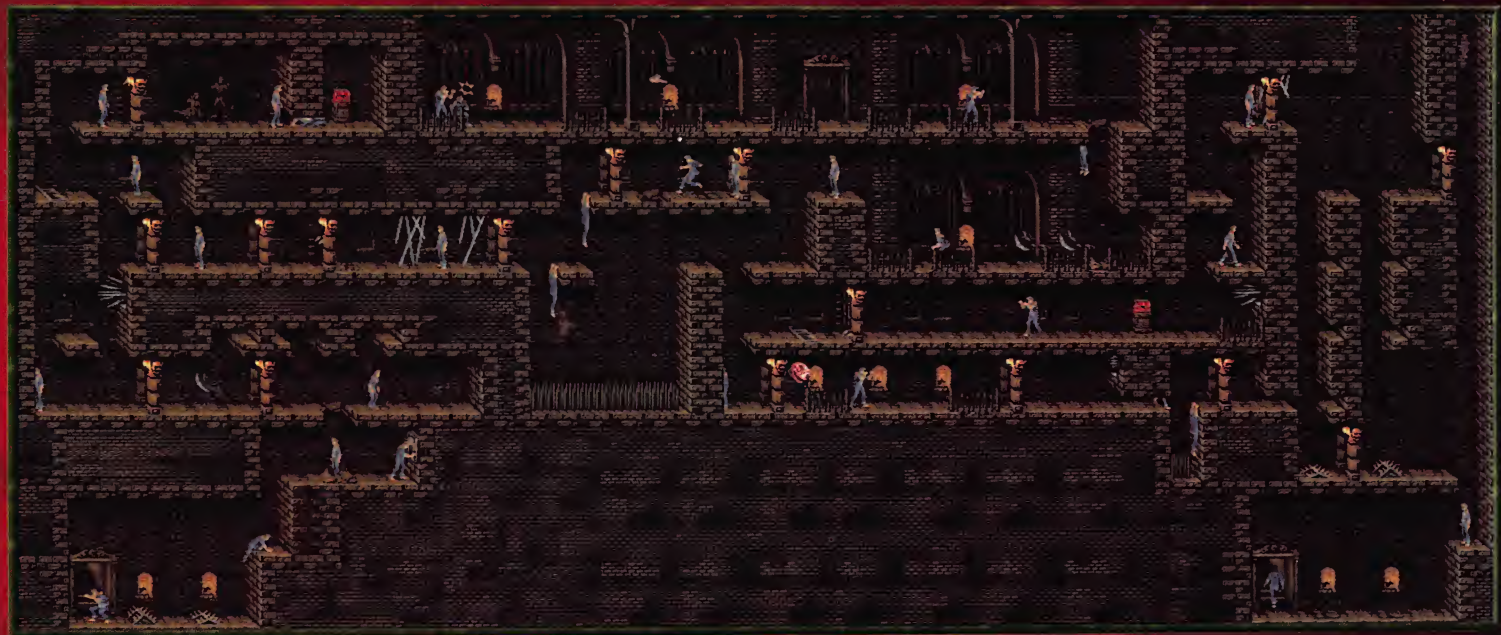
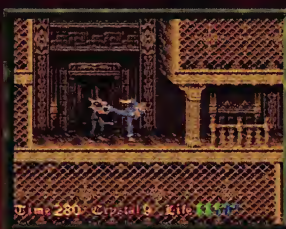
Once you exit a level you are greeted by an impressive, almost photo real outdoor area where you'll encounter a few hellish creatures and then fight the level guardian. The bosses require little more than simple patterns, but there are often more than one to contend with. The art on all of the enemy characters is superb.

In the music department, Nosferatu also excels. Although many of the tunes aren't necessarily 'catchy' they are all high quality and fit the mood of the game.

When the blood dries I'd have to say that Nosferatu was definitely worth the wait. While it doesn't overwhelm with such techy joy as SGI or super huge multi-jointed bosses, it does stand out as one of the best games in an addictive category. This is one of those games you'll pull off the rack in three years and go "I remember this" and play through once again. Besides, who can resist anything pertaining to Dracula, one of our most distinguished and legendary myths. -E. Storm







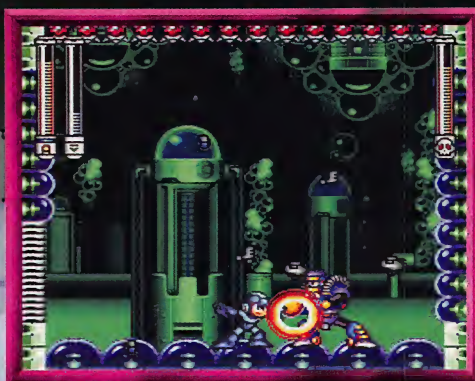
BLOOD SUCKER!





It's no mystery that many high-quality Japanese games never make it to our shores. Thankfully, Capcom has decided to bring their latest SFC hit, Rockman 7, to the US. All I have to say is... great decision!

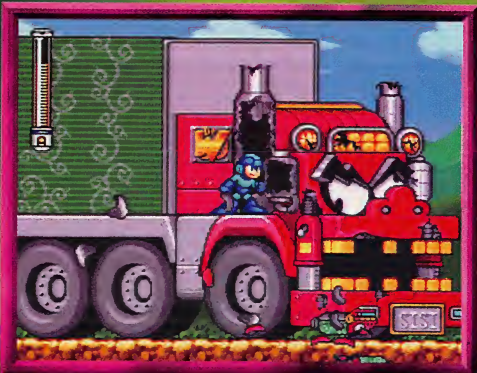
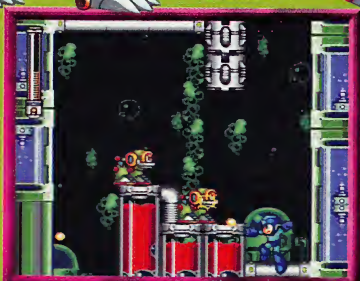
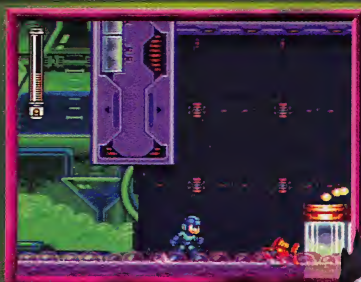
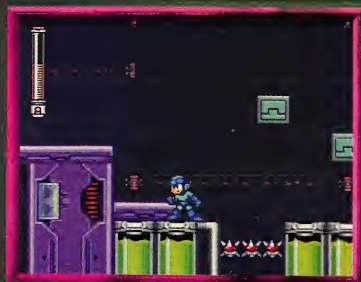
"Why," you ask...? First of all, this is the original Rock/Megaman, not the "updated," spindlized guy seen on the SNES up 'til now. There is no mid-air dashing or wall-clinging to be found here - just a game with an actual



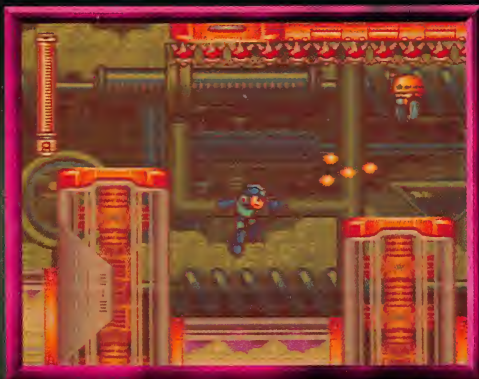
CAPCOM • 16MEG  
ACTION/PLATFORM  
1 PLAYER  
AVAIL. NOW JAPAN

sense of history. RM7 has the musical overtones, sound effects, artwork, and fantastic gameplay of the original 8-Bit game. The colors are more vivid, the graphics more detailed, and the tunes crystal-clear. Hardcore purists might notice, however, that you can't stop and shoot while climbing a ladder (a valuable play mechanic that will be sorely missed) and yes, it's not quite as hard as any of the preceding adventures. Other than these two minor faults, RM7 captures that old 8-Bit magic perfectly.

As expected, Rockman is on a mission to stop the evil Dr. Wily from causing mass devastation and destruction.





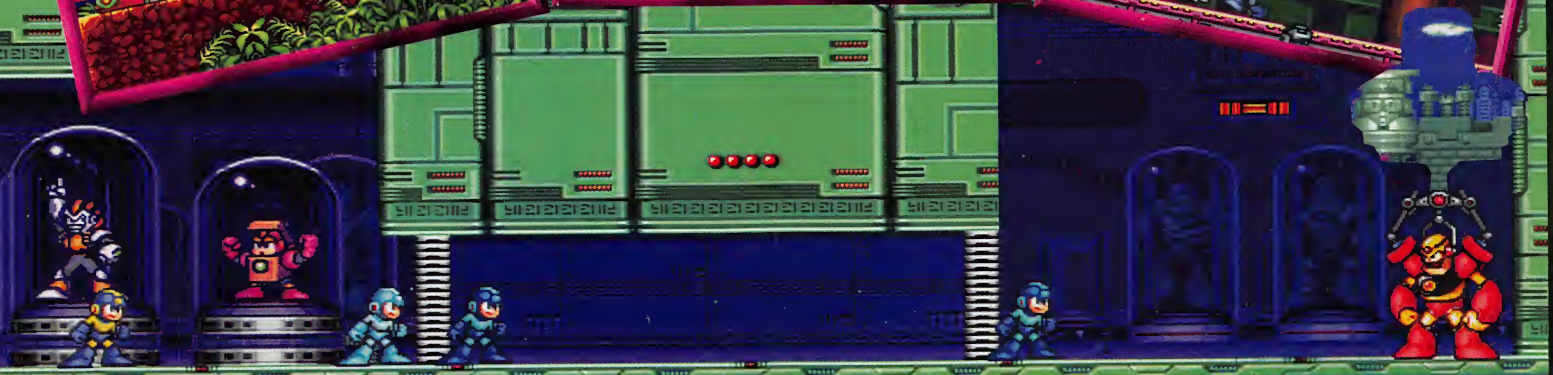
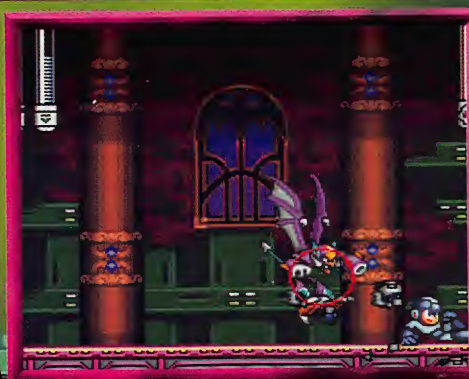
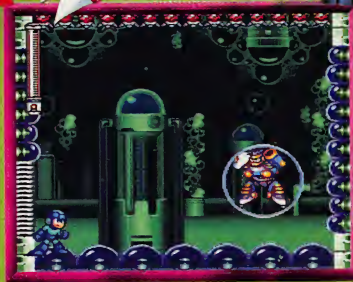


Bosses have always been an integral part of Rockman and the seventh game in the series continues that tradition. Each boss has a different style of attack, and a pattern needed to defeat him. As in every Rockman, you obtain the bosses' weapons when they're destroyed. There are four main bosses and four hidden bosses that appear once you defeat the first group.

Since this is, after all, a 16-Bit game, RM's 8-Bit graphics have been refined to a "T". While not overly complex or sophisticated, the backdrops do have several layers of parallax and some nice transparencies. All the characters have the big eyes and that "short-and-wide" look that is pure Rockman; this game is the real thing.

In the music and sound effects categories Capcom hit the bullseye yet again. What impressed me most about the sound was not its technical spectacularity, DSP effects, or orchestrated music. You see, RM7 has none of these. I hate to sound repetitive, but what RM does have is 16-Bitified 8-Bit sounds, and let me tell you, it's hyper-cool.

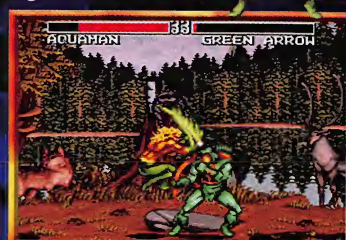
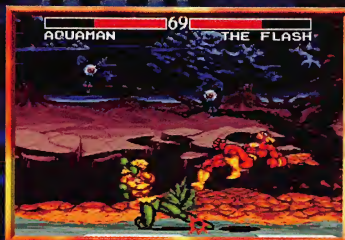
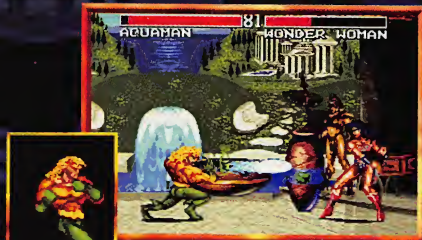
With RM7, Capcom successfully recreates the splendor of their legendary 8-bit series. -K. LEE



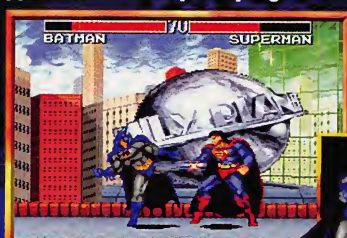
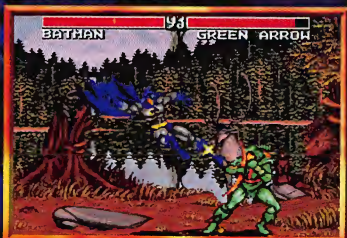




**GREEN ARROW** True Identity: Oliver Queen - Special Moves: Flame, Ice, & Jumping Arrows, and Jumping Diagonal Down Arrow



**AQUAMAN** True Identity: Arthur Curry - Special Moves: Water Blast, Slide Kick, Spinning Uppercut and Jump Leaping Slam



**BATMAN** True Identity: Bruce Wayne - Special Moves: Smoke Bomb Drop, Glide Kick, Batarang, Spinning Slide Kick

**JUSTICE LEAGUE**  
TASK FORCE

ACCLAIM • 20 MEG  
FIGHTING  
1-2 PLAYER(S)  
AVAILABLE JUNE  
SNES PREVIEW

Something strange has happened. Because of the huge success fighting games have enjoyed over the past few years, more and more characters that weren't in fighting games before (or previously associated with them) are popping up. Konami's TMNT and Capcom's arcade Slam Masters 2 were some early examples and Sega's Golden Axe and Double Dragon by Technos are 2 more recent ones.

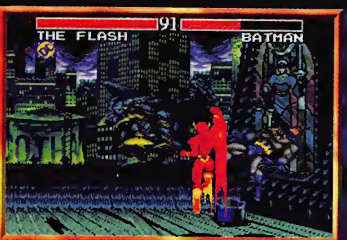
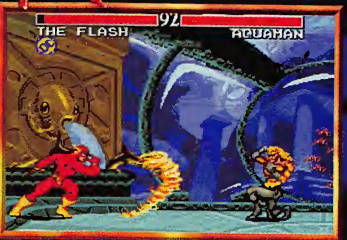
Now we have Justice League. For characters that are as highly regarded as these D.C. super heroes, the graphics are, surprisingly, only average. The background and character artwork is not exactly bad, but if the artists had chosen to pay a little more attention to the visuals, I feel this League of super heroes would've been given the Justice they deserve.

The playability is solid, albeit unremarkable. In other words, while this game possesses decent game play, there is absolutely nothing in it you haven't seen before. The music is kinda' cool in some stages and kinda' hurtin' in others. All of this just reinforces my theory that maybe the fighting game genre is not the best one for these JL traditional action heroes, any of which could carry a game solo.

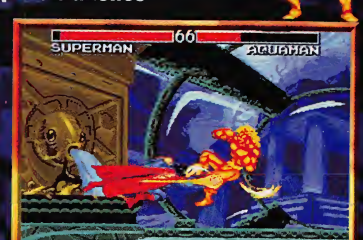
Personally, I like playing characters in games that match the genre they inhabit. For fans of both DC super heroes and fighting games, JL might be a dream come true, it is a decent traditional fighter, but for me, original beat-em-up characters are the way to go. -K.LEE



**WONDER WOMAN** True Identity: Princess Diana - Special Moves: Hover, Wrist Guard Reflect, Magic Lasso and Spring Flip



**THE FLASH** True Identity: Wally West - Special Moves: Tornado Blast, Dashing Upper Cut, Quick Dash and Speed Punches



**SUPERMAN** True Identity: Clark Kent - Special Moves: Heat Vision, Hover, Freeze Breath, Forward Flying Thrust Punch



•Police Chief Strong attacked!

•Giant Ant and it's cohorts attacked!

•The Walking Mushroom and it's cohort came across!

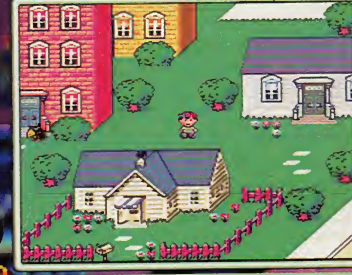
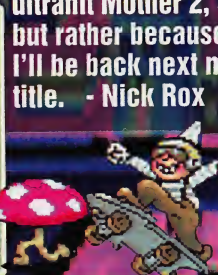
•The Cop attacked!

NINTENDO  
24MEG  
RPG  
1 PLAYER  
AVAILABLE MAY

# EARTH BOUND



One night, a meteor falls upon the sleepy western town of Onett. Two of the little burg's residents are roused from their sleep; a young boy named Ness and his best friend. Upon examination of the site, the duo find it swarming with policemen who refuse to tell them anything about the meteor. Getting nowhere, the two friends decide to return home. On the way they're startled by a burst of light from the heavens, from which the mysterious Starman Junior appears! After vanquishing this mysterious foe, the friends return home only to embark upon a quest filled with mushrooms, fruity foes, psychokinesis and one darn good story. EarthBound is the US version of the multi-million selling Japanese ultrahit Mother 2, a game that did not sell because of it's graphics, but rather because of it's superlative gameplay and excellent story. I'll be back next month with a review of this unique and refreshing title. - Nick Rox



•Mr. Frank attacked!

•The runaway Dog attacked!

•The Yes Man Junior attacked!

•The Pogo Punk joined the battle.

•Boss  
PSI  
Goods  
Auto right  
Defend  
Run Away



to TWOSON



# SNES PREVIEWS

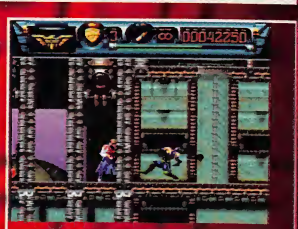


## LOBO

Lobo's honor has been betrayed and he's not happy. The futuristic bounty hunter is suddenly running into familiar faces on the street - the faces of criminals he eliminated long ago! For Lobo's arch enemy, Vril Dox, killing Lobo is not enough. He must destroy his good name in the process, and he's doing so by bringing Lobo's "kills" back to life. In an effort to restore his good name (as well as financial status) Lobo must combat this evil plot through an y means possible.

Lobo, which will be appearing on the SNES, Genesis, and PlayStation, later this year, features real-time polygonal fighters, dramatic sweeping camera angles, and the feeling of being in an interactive fighting movie. Gravity and inertia come into play as the characters leap from level to level within the scene, assaulting their enemies from above.

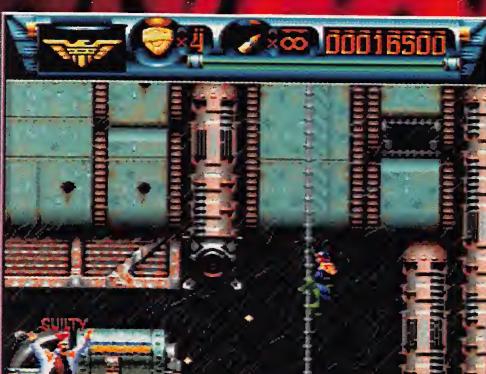
Characters can select items from their environment and use them as weapons against their foes. For instance, floor boards can be pried up and swung, knocking the enemy to the ground. For added effect, objects can be damaged in the course of battle. Toxic waste barrels can be picked up and thrown, and become dented as they hit their target. We've been waiting for someone to provide these awesome features! It couldn't have happened to a nicer guy?



Here's a peek at one of Acclaim's big summer titles; Judge Dredd. Based on Sylvester Stallone's latest action flick (also due out in the summer) JD has the potential to be a big 16-bit hit. Although the game is not quite finished at this time, from what we can see JD has "great game" written all over it. You play the role of Judge Dredd, a tough, unforgiving keeper of the peace who believes in speedy justice. The year is 2139



A.D. After the great Atomic War of 2070, the few inhabitable areas left in America have turned into three massive Mega-Cities covering what was once the states. Law and order is no longer kept by a police force, but by Judges. Judge Dredd finds himself on the wrong side of the law as unseen forces work to bring him down. Next month, GameFan will give you the full low-down on this new title.





# IT'S WHAT TV WAS INVENTED FOR... BUST A MOVE!

"...you will want  
to come back  
for more  
and more..."

- EGM2

"...you  
absolutely  
cannot stop  
playing..."

- VIDEO GAMES

"...an extremely  
engrossing  
game...don't miss  
this one!"

- NINTENDO  
POWER

"...by all means  
pick this one  
up immediately..."

- GAME FAN



Bust-A-Move is the new puzzle solving game that will have you busting for hours. Line up three of the same color bubbles and bust them before they come towering down.

You can play alone or split the screen to bust a friend. There's even a handicapping option so the whole family can play. Find out what TV was invented for and Bust-A-Move!

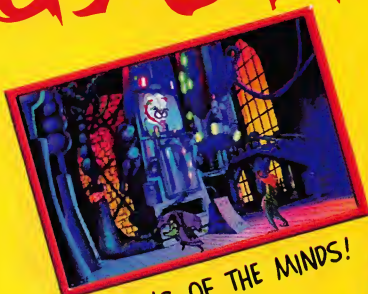
**TAITO**

Taito America Corporation



Get the Game  
or the short,  
fat, green guy  
buys it!

BRAIN DEAD  
13



MEETING OF THE MINDS!



SHOCKING!



SUSPENSE, DRAMA,  
INTRIGUE!



AWESOME ANIMATION!



THE LADY IS A VAMP!

DODGE HOOKS, EVADE THE ALWAYS WELL-ARMED **FRITZ**, AND HUNT DOWN THE EVIL DR. NERO NEUROSIS AS YOU RACE THROUGH HIS TWISTED CASTLE. BUT ALWAYS KEEP AN EYE OUT OR THIS EXPLOSIVELY INTERACTIVE EXPERIENCE WILL BLOW YOUR MIND!

**WARNING:**  
Extreme Cartoon Violence!

No cartoon characters were maimed or mutilated during the making of this game.



ReadySoft Incorporated  
3375 14th Ave., Units 7 & 8  
Markham, Ontario, Canada L3R 0H2  
Tel: (905) 475-4801 Fax: (905) 475-4802

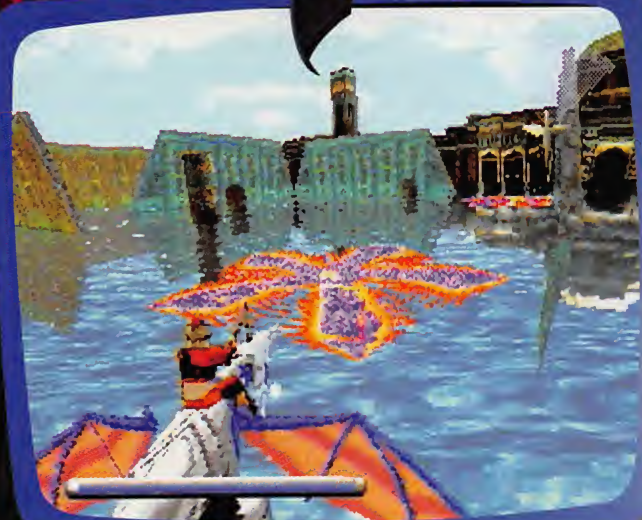
PC CD-ROM • Sega CD • 3DO • Mac CD-ROM • MPEG

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# GAMEFAN 32

Saturn 32X Neo-Geo Jaguar PC-FX 300 PlayStation Ultra-64



**PANZER DRAGON**  
SATURN



**SPACE HULK**  
300



**BC RACERS**  
32X



**TEKKEN**  
PLAYSTATION

**32X**  
NBA JAM TE  
ZAXXON'S -  
MOTHERBASE  
SHADOW -  
SQUADRON  
**JAGUAR**  
SUPER BURNOUT  
**PLAYSTATION**  
STARBLADE

**SATURN**  
BUG!  
DAYTONA  
DEADALUS  
VIRTUA RACING  
**300**  
D'S DINER  
DEADALUS -  
ENCOUNTER  
GEX



# GF32 EDITORIAL ZONE

## AN OPEN LETTER FROM SEGA OF AMERICA

Dear GameFan Readers,

You may have wondered whether or not you were being heard at Sega. Well, you are! A great way for us to stay in touch with people who play vids is to read the letters written to the gaming magazines. Those of us on the 32X team here at Sega have read many letters from you regarding the 32X. We would like to take this time to address some of these issues personally through GameFan.

We have read both positive and negative concerns about the 32X. For those readers who are fans of the 32X—Cool! You obviously know where it's at! However, for those who aren't, check this out!

There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system. A true 32-bit system! The 32X is a one-time investment for increased performance that cannot be achieved on a 16-bit system.

The Genesis 32X has two high speed RISC processors each running at 23Mhz while the SNES has one processor running at approximately 3Mhz. The increased speed of the 32X processors allow for more polygons and faster game play.

Genesis 32X upgrades the Genesis to true 32-bit performance. The 32X contains eight dedicated chips, two SH2 high speed 32-bit RISC processors and additional circuitry providing enhanced sound and video capability. This technology is similar to the technology in high-end work stations which cost significantly more than the Genesis 32X.

This technology allows titles such as Doom and Virtua Fighter to be created; whereas they can't be duplicated on a 16-bit platform, regardless of the number of chips that are crammed in the cartridge.

We offer the 32X as a low cost alternative to great 32-bit gaming.

Nintendo would like you to believe that by adding chips into their

cartridges, they will be saving you money. If Donkey Kong Country, priced at \$69.99 is any indication of the money they're saving you, it's a good thing they're a game company and not your banker. Judging by some of your letters, there are gamers out there who know the gaming industry like the back of their hands. By adding in more chips to every cartridge game, Nintendo raises the cost of every cart.

We heard that Nintendo ate some of the initial cost of DKC in order to sell it into the market at \$69.99. But what about future titles? Does Nintendo expect to subsidize every title? Also, what does this mean for third party developers and for the size of the game library using the SA1 chip? Can third party developers compete? (Supposedly, Nintendo is offering their add-on chip technology to these developers at such a high cost that it's doubtful you'll see anyone else other than Nintendo develop DKC-style titles; which translates to an extremely limited library for you.)

For the one time cost of the 32X, you get a wide variety of choice titles. As with every platform Sega brings out, we will be supporting the

32X with plenty of software. Our second generation titles will be out late this summer and you can expect them to blow you away; titles such as Virtua Fighter, X-Men, Spiderman, Ratchet and Bolt and Kolibri, to name a few. The 32X software library will increase to over 50 titles this fall. 50 choice games which will take gamers to the next level with titles ranging from hot Sega Sports, mesmerizing action/adventure titles, incredible fighting games and many more!

In the meantime, keep those letters coming to GameFan. Or, leave us a message on the World Wide Web at [www.sega.com](http://www.sega.com). We do listen to what you have to say.

SEGA!, Team 32X, Sega of America

**"There has been a misconception that the 32X is just an add-on, but in fact the 32X creates a whole new system."**

### TEAM GF 32

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SOFT BANK

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JIM JENNINGS

X-TRA SPECIAL THANKS

RALPH, BOB & JASON



VIRTUA RACING  
PG. 84



DAYTONA  
PG. 76

### GF32 TABLE OF CONTENTS

32X

PGS. 62-69

SEGA SATURN

PGS. 70-87

SONY PLAYSTATION

PGS. 88-93

3DO

PG. 94-105

JAGUAR

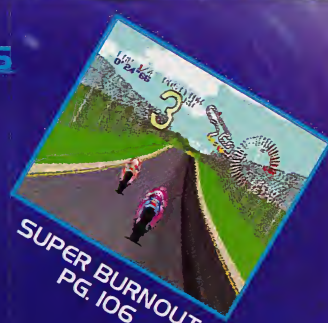
PGS. 106-107

NEO GEO

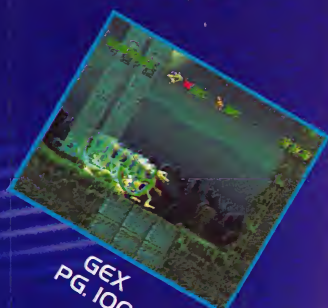
PGS. 118-119



SPACE HULK  
PG. 98



SUPER BURNOUT  
PG. 106



GEX  
PG. 100



# RAYMAN™



**60 FRAMES OF ANIMATION  
PER SECOND**



**65,000 COLORS**



**50 DIFFERENT CHARACTERS  
(FRIENDS AND FOES!)**



**60 LEVELS IN  
6 UNIQUE WORLDS**

Discover for yourself the eye-popping graphics and the awesome gameplay of Rayman! More than just a platform game, RAYMAN is a full-scale adventure! Move and fight with an amazing variety of special powers, movements, and weapons. Combine and accumulate your skills as you go, so you can successfully face newer and harder challenges. Move from one level to the next, then back again as you navigate your way through hidden passages, traps and unexpected combats. Face enemies that learn your style and fight back intelligently!

**RAYMAN™ available now for your Atari Jaguar**



**JAGUAR  
64-BIT**

**Ubi Soft  
ENTERTAINMENT**

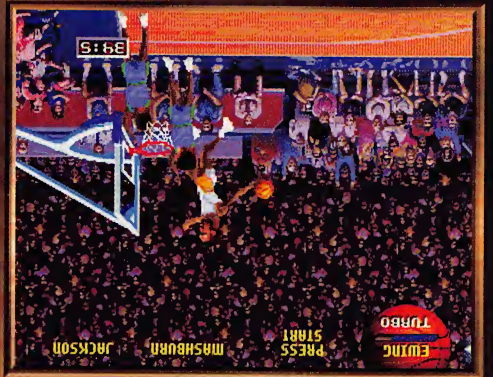
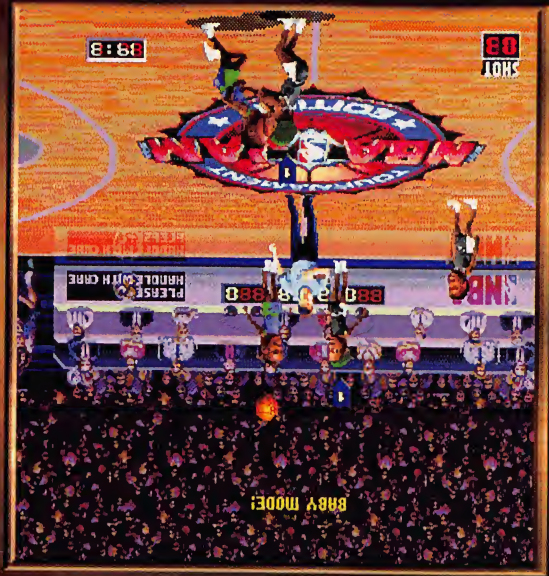


How many 32X owners do not own a copy of NBA JAM? That is the question. You obviously own a Genesis, and NBA Jam was a must buy. Am I right? OK, now I'm here to tell you why you need this version of TE. If you don't have a copy, and you have a 32X, you don't even need to read this... just go buy one. First of all, it scales! Like the arcade, as you travel from the background to the foreground, the characters scale. I find this a most



32X

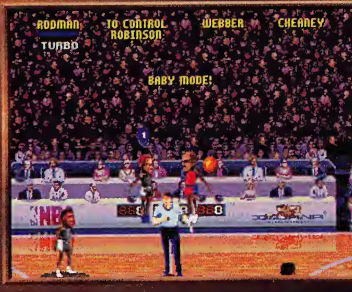
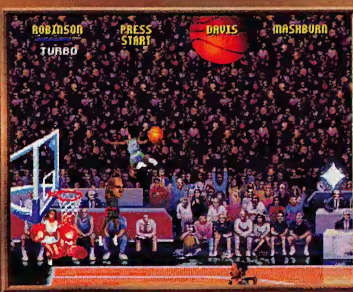
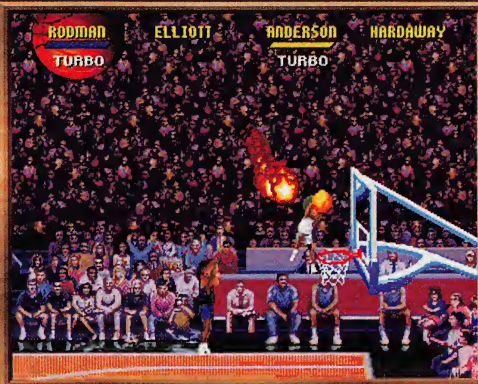
ACCLAIM • 32 MEG  
ARCADE  
1-4 PLAYERS  
AVAILABLE MAY



AKAKASH BOOM







**BABY MODE!**  
During the "Tonights Matchup" screen enter: B, A, B, Up, Down, Left, Right. Check out the Mr. Potato Heads!



**SHOOT THE MOON**

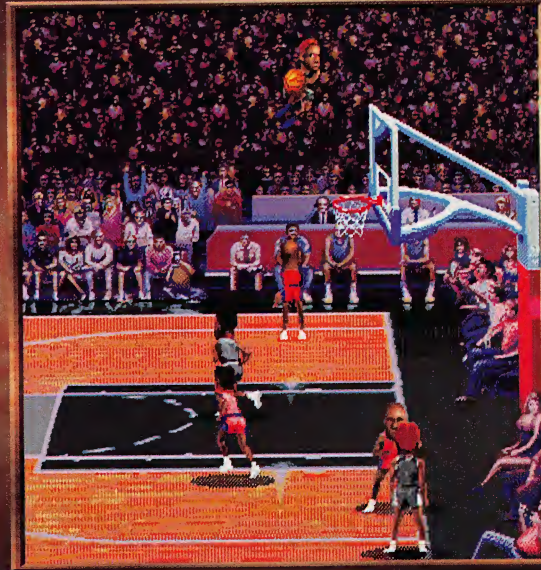
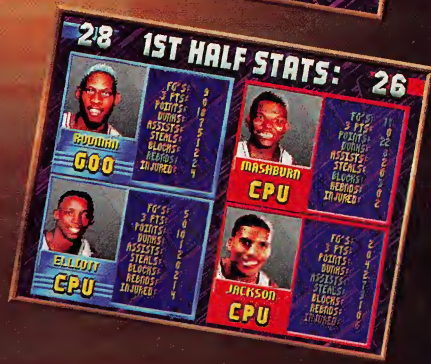
important aspect of the gameplay. They also have those trademark big heads we all loved so much in the arcade. I find this an important aspect as well. After all, the goal is to experience arcade power at home.

Of course you also get more color (thousands actually), the highest power in line scrolling, and more samples, including such favorites as "Boom Shaka Laka." Some fancy new samples have been added as well.

The gameplay is of course perfect, as it has been with the entire series. Four player bliss is obtainable and of course four times the fun.

The music in this version sounds the same as the Genesis version during gameplay. The music in the attract screens however, has been upgraded, and is pretty high powered.

As you can see on these pages, There's a very cool baby mode in this version that just totally rocks. All the characters shrink down to pint size little runts with big ol' heads. I'm sure that Iguana has loaded this puppy with all sorts of wacky new codes, so keep your eyes on Hocus Pocus for updates. What more can I say. This as close to the arcade as you can get... for now. Acclaim has Saturn and PlayStation versions coming soon. So no matter which system you own, you'll always be able to enjoy a nice, friendly (not!) game of NBA Jam, still one of the most entertaining two player games of all time. -CHIP







# ZAXXON'S MOTHERBASE 2000

SEGA • 16 MEG  
SHOOTER  
1 PLAYER  
AVAILABLE MAY

Welcome to the wonderful world of iso-metric shooting. It looks like the shooter drought may finally be coming to a close... at least for 32X owners. First we got Space Harrier and Star Wars, and now just month's later, Shadow Squadron and Zaxxon 2000-Return to Mother Base are on the menu.

This is good news if you're in to exploding things as much as I am. There's nothing like a good shooter to unwind after whatever stresses you out.



32X  
REVIEW



32X



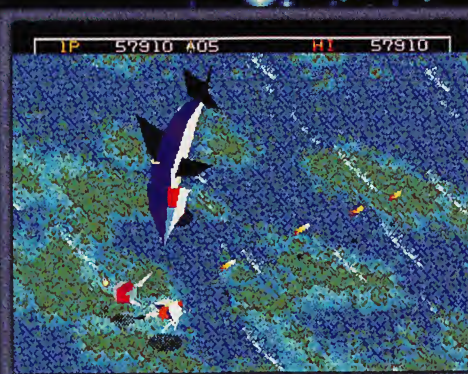
Z2000 is like taking a trip through the ever popular 'Viewpoint' with a mega dose of flat shaded poly's and about a zillion different play mechanics dropped in.

Infinite diversity is created through the ability to 'hack' an oncoming craft, both friend or foe. By jumping on too ships with the appropriate markings you can ride them

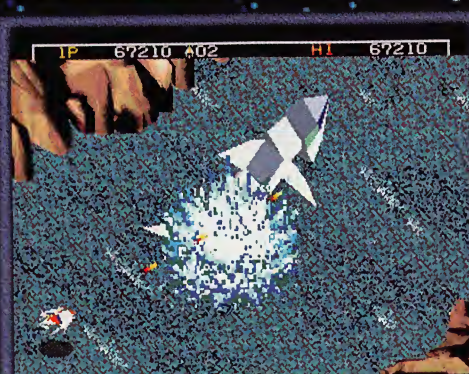
piggyback while sucking out their weapon power, and then discard them like yester-days garbage. Which ship(s) you hack in any given level could spell the difference between success and space dust. This clever play mechanic makes an impossible game almost do-able. Besides hacking, your ship can also jump! Yes, jump. This is perhaps the coolest







idea in shooting since Defender. The graphics in Z2000 range in splendor, from very good to just OK. The water level especially gave me the willies. The polygon fish look OK, but the water effect can make your eyes sore. For the most part, the graphics are good. I especially appreciate the first and last level bosses.



faculty. Once you get a level wired, it's a lot of fun to return and hack different crafts. Also, the fact that it's a 3/4 view perspective (the most underrated genre in gaming) draws me to this title.

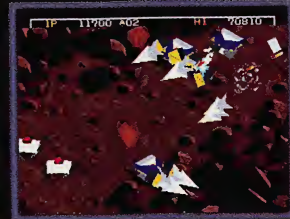
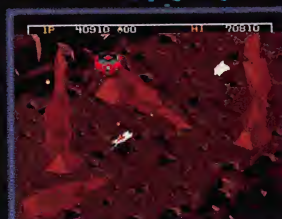
Most importantly, Z2000 once again proves that the 32X is more than just an upgrade, as it packs in huge poly's and multiple sprites that would have the Genesis flickering like a strobe light.

For a first generation shooter Z2000 packs an ample supply of power.

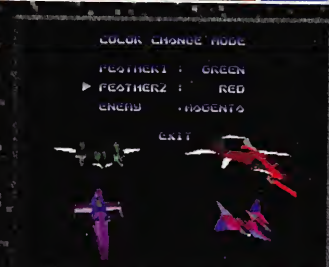
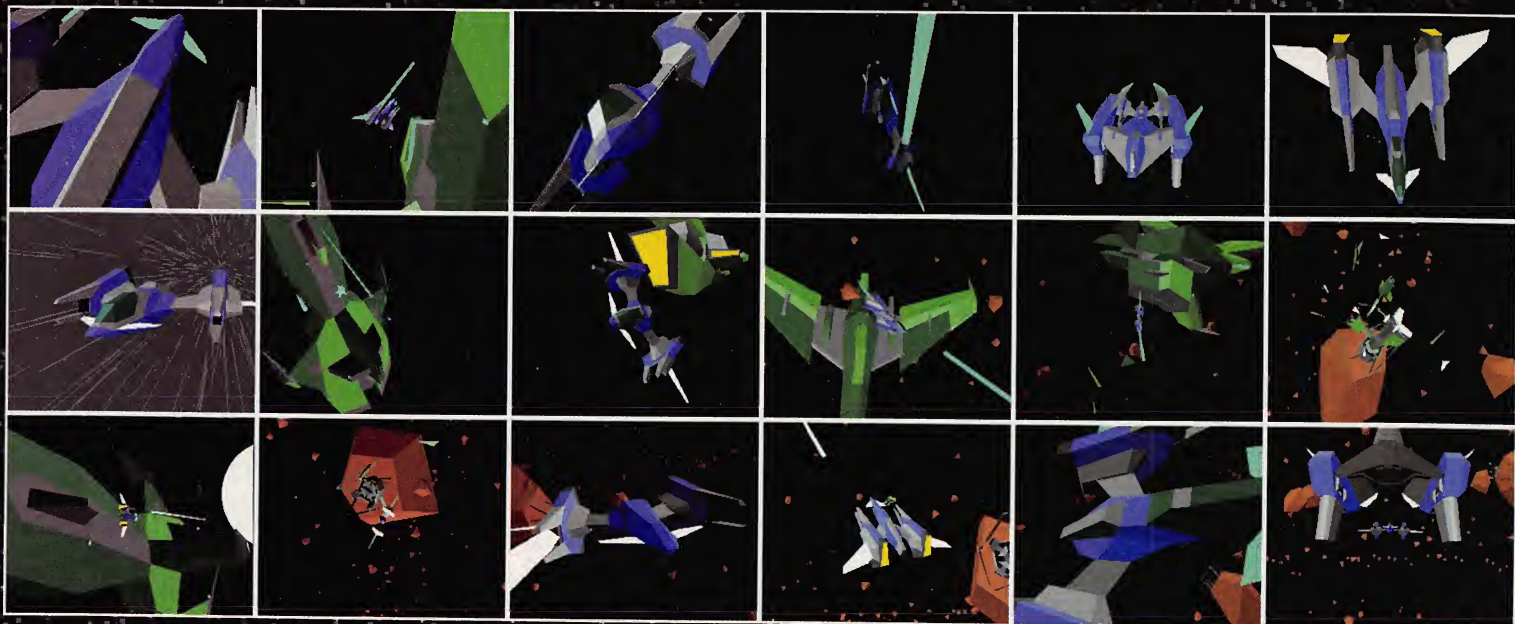
-Takahara

The music in Z2000 is also a mixed bag, ranging from good to great, the samples however, redefine laryngitis.

I think what makes this game so playable and fairly desirable are the play mechanics coupled with the heinous dif-







# **SHADOW 32X SQUADRON**

Polygons, polygons, polygons... these smooth geometric shapes have consumed much of today's popular games. From StarFox to the current power of Virtua Fighter 2, Daytona, Tekken, and Sega Rally, they seem to be popping up everywhere.

I'm still not convinced that poly's are the answer in the fighting genre, but when it comes to shooting, polygons seem right at home. The smoothness at which polygons move at 30 frames per second is a glorious thing to behold.

This has never been more apparent than in Game Arts phenomenal 'Silpheed', the game which (to me) still reigns supreme as king of 16-bit shooting, along with Thunder Force 4.

**SEGA • 16 MEG SHOOTER**  
1-2 PLAYER(S)  
AVAILABLE MAY







Why all this talk about polygons? Well, because I have a feeling we're going to be looking at them for quite some time. Shadow Squadron is made up completely of flat shaded polygons, and here it really works. This game is, for me, every thing that Star Wars and StarFox were not.

The goal in SS is to wipe out huge fleets of invading ships, including massive mother ships guarded by super fast fighters, satellites, and a vast array of alien spacecraft. You can go anywhere in SS. This means you can fly away from your targets, spin around, and perform fly by's, chipping away at each huge polygon craft. While you're making these passes however, enemy fighters do get in your face quite a bit. The cool thing is; you can hear them, they move super smooth no matter how close, and after you tag 'em it takes a second for them to explode... so you can admire your handy work.

The graphics in SS are excellent. Each ship is made up of many sections, all colored differently, so even though they're filled polygons they don't look like big floating bricks. In addition, if you get tired of how they look you can change their colors, as well as your own.

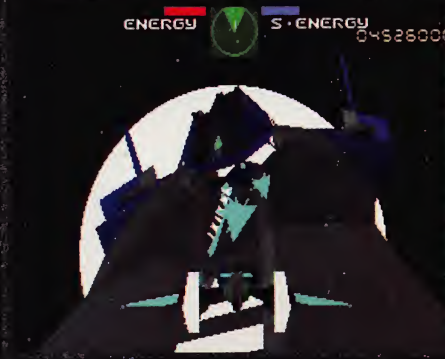
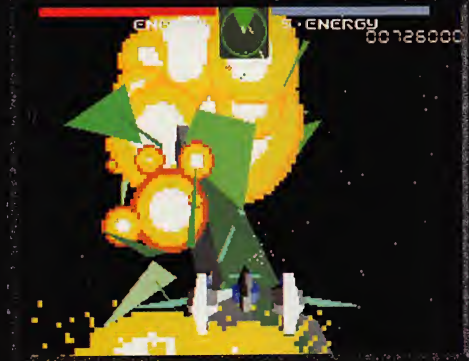
The music in SS is equally impressive as 32X music continues to get better with each game (at least each Japanese game that is).

The action is surrounded by some of the slickest attract screens in recent memory, including an impressive zoomed up spinning intro, and two different take off sequences jolting you in to hyper-space.

If you're looking for an easy game, look elsewhere. SS isn't insanely difficult but it does require much strategy. Weapons are limited, and power-ups are non-existent. So to complete each mission you'll have to develop certain attack patterns as a real pilot would. This really adds to the overall attraction of Shadow Squadron. It is not merely a shooter but somewhat of a simulation as well.

One thing is for sure, with the current lack of quality shooters we are currently experiencing SS is a bright light in a dark galaxy.

-Takahara







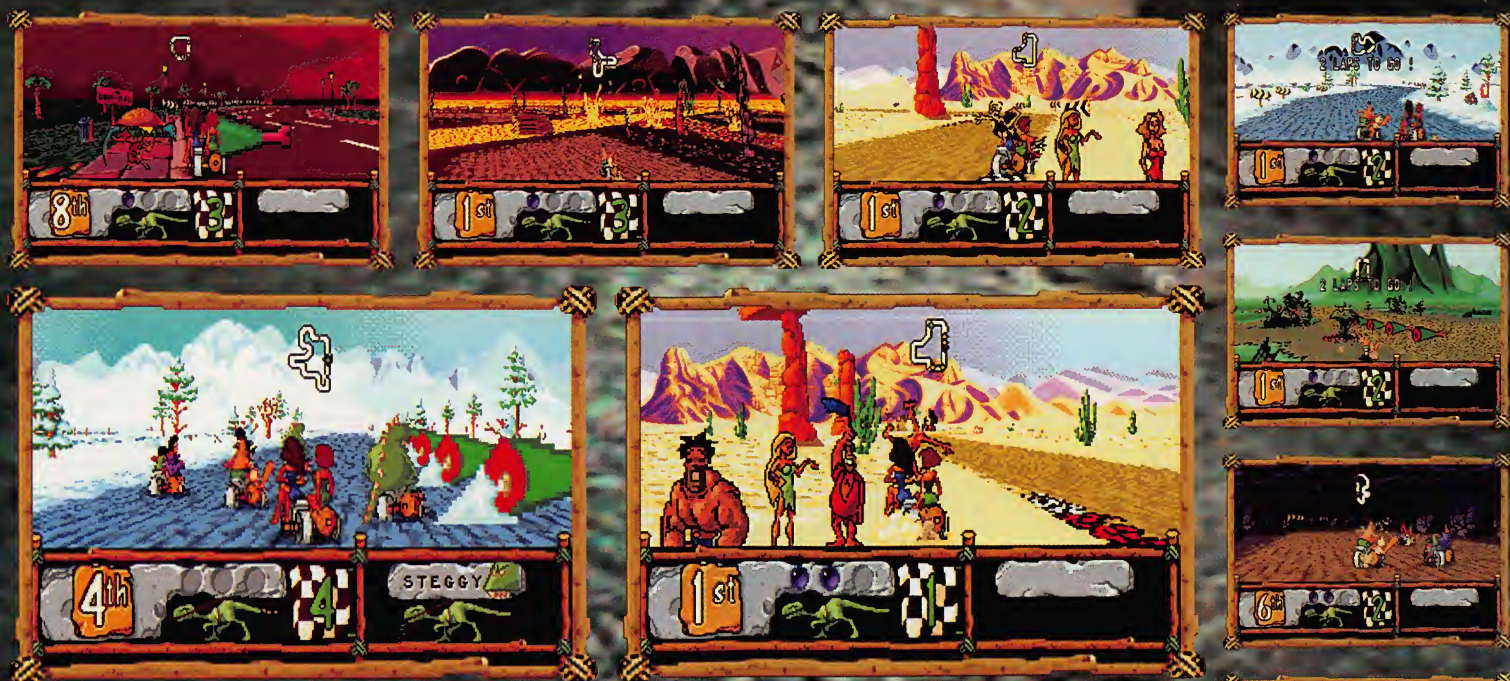
This is my kinda' deja-vu! One of my all time favorite racers is back for another spin; Core's BC Racers. After a very limited release on the Sega CD, it's nice to see BC appear on a new platform with a substantial user base. I'm thrilled that Core is developing on the 32X. As many of you know, they are the among the finest programmers and designers in all of Europe. Core games always reflect uniqueness and quality. This comes from people who know how to get the most out of whatever platform they're working on, and how to make a game fun, not just aesthetically pleasing.



# BC 32X RACERS

US GOLD • 32 MEG  
RACING  
1-2 PLAYER(S)  
AVAIL. MAY





BC Racers features trademark Core art, pitch it sideways Kart control, thousands of colors, huge scaling sprites, and music (on the 32X no less) that sounds almost arranged. Perfectly clear horns and trumpet's too comically throughout every race.

The 32X version features two-player split screen action, and although the frame rate suffers a little, it's still a total gas to play with a friend.

As soon as we receive a done version, I'll review BC 32X, but I can already tell you; this game rocks! -E. Storm



**CAMFAN**  
PREVIEW

LOOK! BIG SCALING SPRITES!  
CORE BLISS ON 32X!



2-PLAYER SPLIT SCREEN POWER!







SEGA  
VR ADVENTURE • 1 PLAYER  
AVAILABLE SEPTEMBER

SEGA  
SATURN  
SPECIAL  
FEATURE



Ever meet a bug that didn't bug you? Or one you didn't wanna' squish? Well, meet **BUG**, the lovable little arachnid starring in his first Sega Saturn adventure.

In today's episode we find **BUG** battling the disgusting Queen Cadavra, the hard hearted web widow. She's netted all of **BUG**'s buddies for a big lunchorrama, but **BUG** is on to her evil scheme and now he's up to his antennae trying to save the day. Here's a little sampling (well, actually quite a large sampling) of what SOA has in store for the US launch of the Saturn. If **BUG** is any indication of where we're headed, we're in for one heckuva ride!

**BUG** is unlike any action or platform game you've ever played, in fact **BUG** is so highly original, you can't really compare it to anything. The whole game takes place in huge, I'm talkin' massive, three dimensional worlds. I don't mean three dimensional as we know it now-walking down a corridor







or flat landscape. The levels in **BUG** go left, right, in, out, up, down, and all around. Moreover, **BUG**'s not just about walking and butt bouncing. While **BUG** does use the patented butt-bounce as one form of attack, he can also spit bug juice, perform the ZAP attack, somersault off mushrooms, and fly across the screen annihilating everything in his path.







Of course there's plenty of precision jumping in **BUG** as well, and not just directed left to right. Try jumping in and out of the screen for a change! You don't just jump across platforms, you also ride them, and these are some wild rides indeed. The visuals in this game are stunning.

Oftentimes, **BUG** will come across multiple flying platforms, all arriving at different destinations.

Some lead to blue crystals, some lead to switches, and some lead to places **BUG** don't wanna' be. **BUG** is full of ingenious puzzles and hilarious situations. There's enough game here to last for weeks, and the replay value is infinite.

The enemies in **BUG** are as high quality as **BUG** himself. Every enemy is a masterfully built and rendered CG graphic... and there's lots of 'em! Each enemy insect features its own hideous form of attack, ranging from the smelly dung rolling dung beetle, to the smelly fart of the stink bugs... ain't life grand.







**BUG ISLAND**  
Bug Island is made up of six areas: The first, Insectia, is a grassy, dirty place full of hyper Grasshoppers and perilous spiked pits. Reptilia is a dry desert area full of sneaky scorpions, horny toads, and hungry chameleons. It's really hot and dry so find **BUG** some bug juice quick! Sploot is a lot like it sounds; all humid and spongy. This place is crawling with UZI-9mm packin' snails and hop-pin' with frogs blessed with super long tongues... Yuk, Quarria, (where our preview ends) is an underwater area full of killer clams, moray eels you don't wanna feel, and the kinds of scallops you wouldn't want to eat.



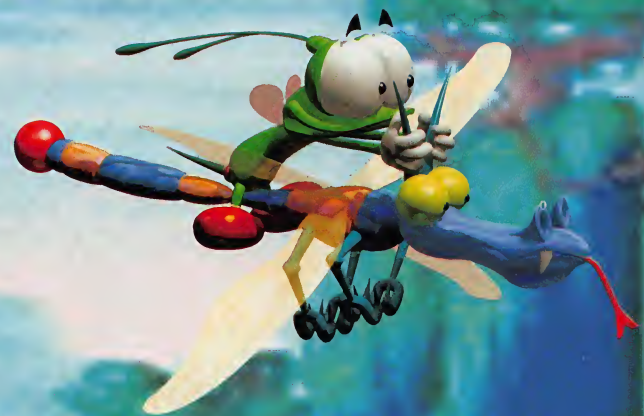
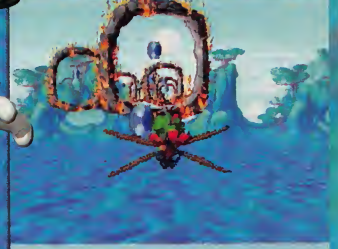
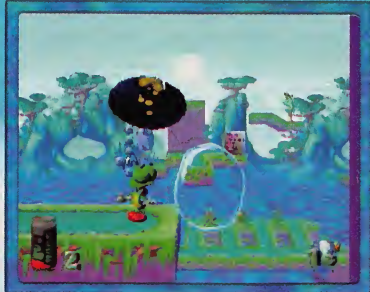


From there it's on to the Bur-r-bs, a chilly place full of snow beetles and ear-muffed tundra sheep, and then... it only gets better.

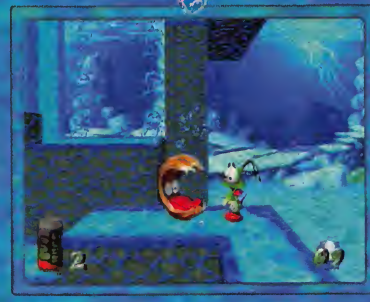
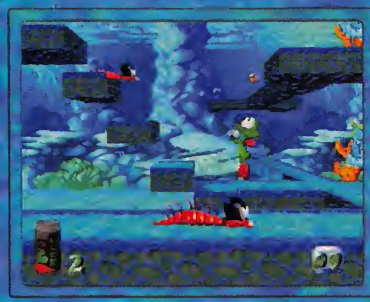
This game is the stuff that legends are made of, and proof that there's more to 32-bit than just pretty pictures. I'll be back with a complete **USA** review as the Sega Saturn draws closer to American shores. E. Storm







YIKES!,  
A HUMAN! I  
USUALLY ONLY  
SEE THE  
BOTTOM OF  
YOUR SHOES...  
YUH CREEP!







**NEW SEGA SATURN X-TRA'S! GP AND ENDURANCE MODES!... RACE UP TO 80 LAPS!**







The most anticipated first generation Saturn title, and the game that the system will ultimately be judged by in the early going, has finally arrived.

Daytona USA, the arcade sensation, which to me is the best racing game ever made, has made the transition from Sega's Model 2 hardware to the Sega Saturn with flying colors.

We had our doubts in the early going as the shots poured in revealing horrid re-draw problems (pop-up) and pixelly graphics.

However, Yu Suzuki and the Daytona team at AM2 have been able to button up the game with surprising results. The game itself is 100% intact, that being the overall look and feel of the arcade game.

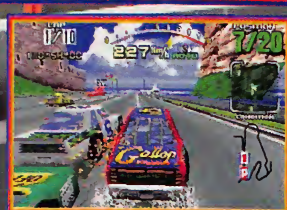
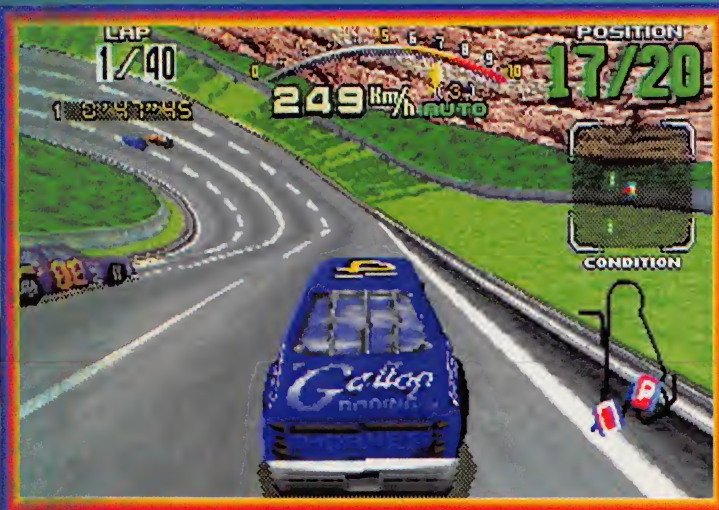
As for the graphics, although there is still a lot of 'pop-up', it's much less than we anticipated and only a little irritating during gameplay. Besides this minor annoyance which will be corrected in future games, the graphics in Daytona are stunning. There's no doubt about it, Sega's got a powerful piece of hardware here.



## 777 SPEEDWAY







Remember, we're still looking at first generation games, meaning this is the developers first time out with the new development system. With that fact in mind, Daytona is an incredible achievement. What shocks me is that Sega has done a complete 360 since developing the Genesis and put a major emphasis on sound, something they inherently never do. Saturn sound is going to be impossible to beat. The music in Daytona is superb!

**GOODIES!!**  
The Saturn version of Daytona has some powerful new features in tow, offering the arcade player plenty of extra bang for the buck.



When you place first on track number one in normal mode, you are rewarded with an all new car. This green Daytona is suited perfectly for the second track. Win on track 2 and you'll get a black car. This well balanced black beauty is perfect for the tough third track.

I can't tell you how cool it is playing these tracks over and over, resetting whenever you want, without having to put in a dollar. You really learn to appreciate the depth of gameplay Daytona has.



## DINOSAUR CANYON







Also new is the 'Saturn' mode. In Saturn mode the clock is eliminated, and replaced with checkpoints so you can hang around on each track and play as long as you like. Lastly, there's a new 'Endurance Mode' allowing you to participate in a grueling race up to 80 laps!

As the next generation swiftly approaches these shores, the Saturn continues to dazzle me more with each new game. Whether it's 2D like Clockwork Knight, Astal, and BUG!, or 3D, like Panzer Dragoon, Daytona, and Deadalus, the Saturn continues to deliver amazing

first generation software. Of course the same can be said about the PlayStation... minus the 2D. The PS has yet to prove itself in this important genre. The plot thickens...

P.S. Buyer beware on the steering peripheral. It does not respond with shimmies and shakes, and besides that, I found the game many times better using the Saturn six-button. Save your cash for another game!

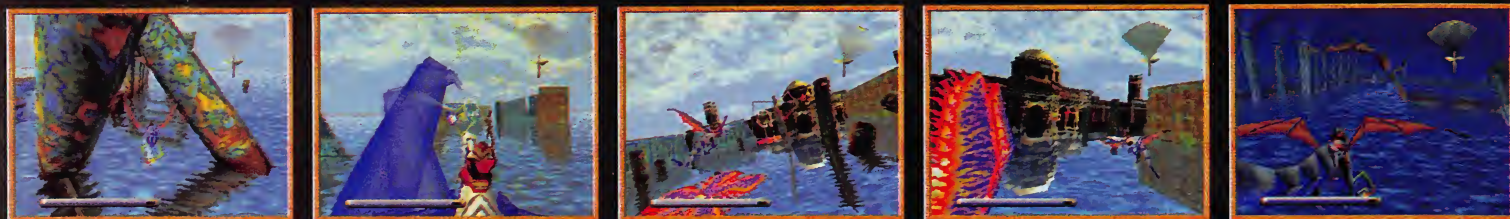
-E. Storm



## SEASIDE STREET GALAXY







# SEGA SATURN

## PANZER DRAGON

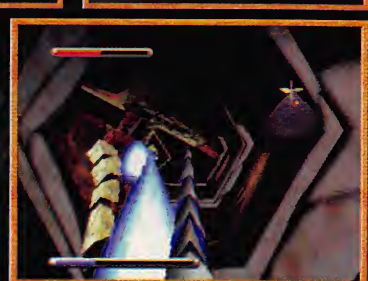
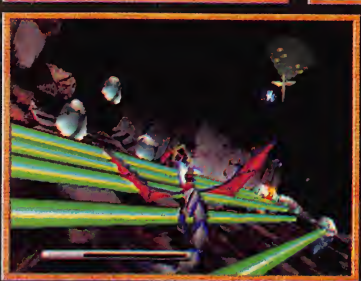
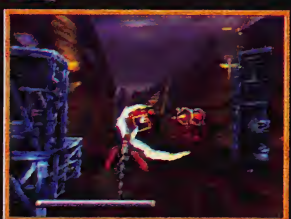
SOJ • 3D SHOOTING  
AVAILABLE NOW



I probably should have reviewed Panzer Dragoon last month, but I figured, well, the Saturn doesn't come out here until September, so why tell the whole story? However, since then I've read so many bone-head articles on Panzer, comparing it to such tragedies as Space Harrier, I feel compelled to save you from the clutches of the amateurs. Panzer Dragoon is as compelling as a shooter could ever be. From the dramatic opening to the huge final boss, the game is not only extraordinary, but a graphical, and musical masterpiece.



Space Harrier was a flying dork on a bunch of checkers and lines, shooting stiff elephants and what not. Sure, it was cool at the time, but by today's standards, the game pales. The only thing the two have in common is forward movement, (in the Z plane). Panzer is a fully animated dragon and warrior with four viewpoints; forward, left, right, and rearview-hardly a reasonable comparison. To say the least, if you're a 3D shooting fan, Panzer is no less than a fantastic new experience. I pray SOA leaves this game alone, but I doubt that will happen. If they rape it, I'll be back with another review when the time comes. -E. Storm



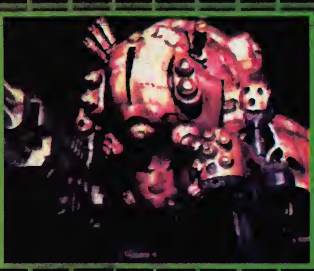






# DEADALUS

SEGA OF JAPAN  
3D SHOOTING ADV.  
1 PLAYER  
AVAIL. NOW JAPAN  
REVIEW



LADORN



DR-254



Over the last few month's I've had the pleasure of playing a lion's share of 3D corridor games: Crime Crackers (PlayStation), Kileak the Blood (PlayStation), Space Griffin VF-9 (PlayStation), Kings Field (PlayStation), Doom (32X and Jag), and AVP (Jag). To be honest, I considered myself finished with this genre for awhile, as I could not imagine how any similar game could contribute anything new... boy, was I wrong.



IF YOU SUCCEED, THE WORLD IS DOOMED..



VLM-45



EGG-072



## 12TH FLOOR



GPH-42



VN-884

ACCESS COMPUTERS TO VIEW MAPS AND TURN ON LIGHTS



DEADALUS IS A MASSIVE STRUCTURE, GUARDED BY A DIVERSITY OF DROIDS AND SWEEPERS



Not only is Deadalus better graphically than any of those, but the strategy involved grabs you the minute you start to play, and never lets go. The texture mapping is supreme, with realistic depth in the walls, the music (which is all PCM!) is so good it's scary, and the control and interface are both perfect.

Deadalus is a straight forward assault similar to DOOM. On each floor you must locate computers to access maps, turn on lights etc., and a key to open up the next floor, while eliminating enemies and conserving weapon power for later levels. Power-ups are scarce, so proper execution of the assault suit is a must for survival. If you take too long in a level 'sweepers' are called out. You can kill sweepers, but they leave weapon degenerators in their path, which take away valuable weapon upgrades.

So you'll just memorize each level, right?... wrong. Deadalus is different every time you play (hence no save feature). The maps constantly change. You've simply got to be cunning and aware of your surroundings to achieve your goal. Of course, if you do succeed, it could mean the end of all mankind, but you don't know that... This game harnesses high power, make it one of your first Saturn purchases this September. -E. Storm



RR-001



SR-777





Since the earliest announcements of the Saturn years ago, Virtua Racing has been one of the most anticipated titles for the 32-bit Sega home system, and for good reason. When the arcade game was released, it was widely considered the pinnacle of coin-op power. With Sega's plans of a home console, based on arcade technology, many thought the two would be a match made in heaven. Now that the 32-bit Sega has made the transition from myth to reality, Time Warner Interactive has obtained the Virtua Racing license from the big "S", and is releasing an exclusive Sega Saturn version.



Although Saturn V.R. has an arcade mode like the Genesis, 32X, and (of course) the coin-op game, there are several features that make this game unique. Not only can you race the original F1 car and the IMSA style sports prototype car found in the 32X game, but you can also drive a 60's style Lotus F1 racer, a spanking new Porsche 911 Carrera 4 and a little 30 hp go-kart buzzer. In the GP mode, you can fight it out against 15 other teams in a 10 round battle for the world championship title. Also included is a split screen two player mode and a "saved game" option. While our preview version had no sound or music, TWI has assured us that the arcade sound FX and tunes will be included in the finished version.



Even though the game is in an early state at this time, the silky smooth 3D polygons and sublimely playable cars point to this game being a potential smash hit. With all the new extra features to its credit, this Saturn version of V.R. is not just an arcade driving sim anymore, but a well rounded racing game with plenty of depth (both visually and conceptually). A review copy of V.R. should arrive in time for our June issue. I for one can't wait-K.LEE



TWI  
RACING  
1-2 PLAYER(S)  
LAUNCH TITLE









# E3 Storm's SATURN Previews

## Shin Shinobi-Den

FINALLY! Here's the first batch of Shinobi shots since January!

Even though much of the game is comprised of digitized characters, it looks like Sega's staying true to the original formula. I'm sure the bosses will be huge modeled beauties, and the animation is said to be ultra-fluid.

Shin-Shinobi-Den ships this June in Japan.



## Riglord Saga

Brought to us by the makers of 'Guardian Wars' (the only good Strategy/RPG on the 3DO) here's Micro-Cabin's Riglord Saga for the Saturn. This high powered Strategy/RPG is obviously quite a step beyond GW, as the characters not only fight on different plains but move in and attack much more realistically. This amazing game is set for a July release. There's no word yet on an American release but my guess would be... launch title!

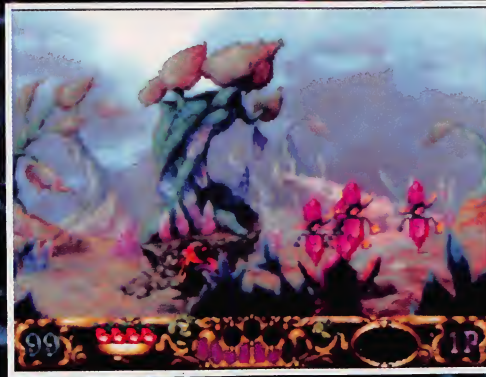


## Battle Monsters

Behold, the fighting game that I personally have grown very excited about; Battle Monsters is set for a June 2nd release. Why am I so excited? Well, first of all, these stop motion animated beasts and digitized humans fight on two vertical platforms (as demonstrated in the 2 top left shots) and it zooms silky smooth. Secondly, I've been in to monsters like Frankenstein and Dracula since I was knee high to a grasshopper. Sega of Japan sold this one to Naxat so I'm not sure of its destiny here in the U.S. Maybe we'll see Battle Monsters at E3! Stay tuned, we'll have a complete show wrap up next month!







**Astal**

It figures, we'll be receiving Astal two days after we close this issue. Just two more days and I could have done a power layout on this amazing new Saturn platformer! The latest shots reveal amazing zooming effects, and fantastic cinema's. Also, Astal's bird companion can be controlled by a second player! When I last spoke with Sega they were still reviewing Astal for a possible US release. We'll have a yes or no, after E3. We'll have a BIG Astal review next month!



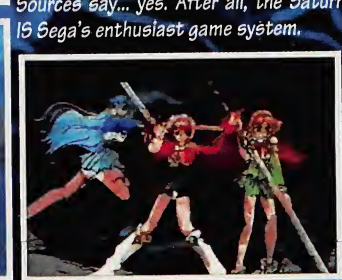
**Rayearth**

Based on a popular girls manga and anime, Magic Knight Rayearth is a Secret of Mana style Action/adventure. With a cartoon debuting on American TV this Fall, look for MKR to show up here later this year, although this does not look like a game SOA would release. Will they finally let us have our imports? Sources say... yes. After all, the Saturn IS Sega's enthusiast game system.



**Grand Chaser**

Nextech, makers of the beautemous max-  
imus Ranger-X and Crusader of Centy, are  
just about ready with their first Saturn  
game. Grand Chaser is a 3-D racing/shoot-  
ing powerfest, chock' full o' polygons. Notice  
the non-problematic redraw. Has Nextech  
found a way to end that famous Saturn  
pop-up? We'll find out May 27th.

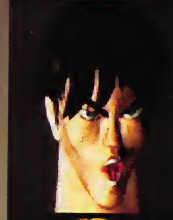


**Rayman**

The first next generation multi-system  
platformer, Rayman, is certainly looking mar-  
velous for the Sega Saturn.  
It sure will be interesting to put all four  
(PlayStation, Saturn, Jaguar, and 32X) side by  
side and judge which is best.  
I can tell you one thing from experience, this  
is a great game!  
The Saturn version is due out simultaneously  
with the American Saturn's Sept. 2nd launch.







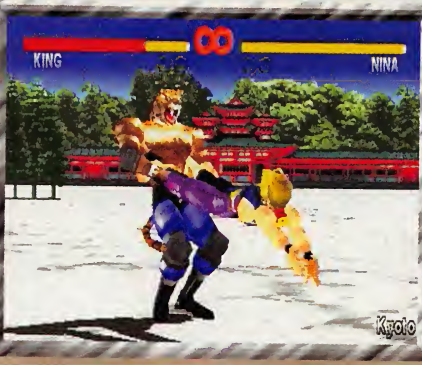
Only one time in video game history has it truly happened. And, then as now, the company that did it was Namco. It first occurred in the early eighties, when Namco produced perfect versions of Pac-Man, Galaga, Galaxian and all of their various sequels for the Famicom. Now, in the nineties, they have once again pulled off the impossible: Brought a top-of-the-line, benchmark arcade game into the home with no changes - only additions - in less than three months after it's insanely enthusiastic arcade release.



Tekken ("Iron Fist") is still in the Japanese Top 3 arcade list, and with good reason... it's awesome. Not only can it actually compete with the visuals of Virtua Fighter 2, and in some areas surpass them, but Tekken's gameplay is better. In VF you have to study endless reams of strategy and ludicrously complicated combos to become an adequate - let alone competitive - player. In Tekken, you can jump right in and feel more "at home" - you hold back to block, there are fireball-motion moves, extremely easy-to-execute throws and even some connections. It's true that Tekken's characters have the huge repertoire of moves that seem to come with any 3-D fighting simulator, but they're still nowhere near VF's ridiculous 20 or so moves per character. There are also many an original feature in Tekken's fighting system. The four buttons are layed out in a "Left Punch, Right Punch, Left Kick, Right Kick" formation, you can attack enemies when they're down and an extensive juggling system is employed - I've hit an enemy up to four times in the air. Another very cool aspect of this game are the moves themselves. Though nowhere near the attacks of SFII-style fighters in terms of gaudiness or wow-factor, they are still much flashier than the mundane, if ultrarealistic punches and kicks of VF2. Moves that look authentic yet couldn't be pulled off by any true martial artist are what you'll see in this game.



You have your choice of seventeen characters in Tekken: Eight base fighters with an additional nine added on if you complete the game with each original character





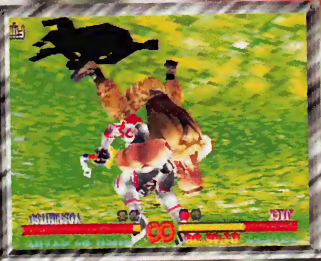


KAZUYA MISHIMA

NAMCO  
FIGHTING  
1-2 PLAYER(S)  
JAPAN  
AVAIL. NOW

and make it through the game without losing at least once. Some of the additional nine characters, unfortunately, are very similar to the basic eight - Lee Chao-Ling is essentially a quicker Marshall Law, Anna Williams is a souped-up Nina Williams and Wang Jing-Rei is a more powerful Michelle Chang. The simple fact that seventeen characters are available, be they similar or not, however, is very cool. The single most astounding trait of this CD are the graphics. Moving two motion-captured characters composed of thousands of polygons at 60 frames per second (a speed eclipsing perception of reality) with multiple layers of parallax and a setting sun that gradually makes the stage darker and lengthens your characters' shadows is impressive, to say the least. When I first saw Tekken I felt as if I had just witnessed the first real 3-D fighting game. It's almost as if Virtua Fighter and Tohshinden were but a preview of the joy that was to come. The visual impact of the game is the 3-D great, but extremely high resolution and gorgeous, lush colors make it seem all the more realistic. The music is another of Tekken's fantastic traits. Whether you choose the original, generated-by-the-PlayStation PCM tunes or the super-spectacular CD audio, you're in for joy. Namco has some videogaming BGM I've heard in a while. While on the subject of aural bliss, I must mention the sound effects... they are very, very cool. Throws and grabs are punctuated by the sharp snap of cracking bones and the speech is clear and well-acted. I can't think of anything wrong with this game. Judged as what it is, an arcade port, it's perfect. But this is to be expected, as Namco's System 11 arcade board is essentially a PlayStation. Taken as an original game, Tekken scores unbelievably well - it has that arcade feel and overall quality that you just don't seem to find in home product. This Namco CD of ultimate power is definitely a game you should buy upon the PlayStation's September release, and to get a pre-view of its joy you have but to take a trip to your local arcade.

- Nick Rox



PAUL PHOENIX





Michelle's 10-Hit Combo ▲





**MICHELLE CHANG**



**YOSHIMITSU**

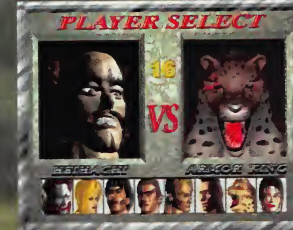
**THE TRUE LAST BOSS...  
DEVIL KAZUYA**



The true last boss, Devil Kazuya, appears when you play as Heihachi Mishima. Can you discover the secret to controlling him?

**PLAY AS THE BOSSES!**

You can play as any of the mid-bosses in Tekken by simply beating the game on any difficulty level with the character that corresponds to that boss. For instance, if you wanted to play as Lee Chao-Ling, you'd complete the game with Kazuya Mishima. To play as Kuma, you'd need to beat the game as Paul Phoenix. To fight as the last boss, Heihachi Mishima, you have to finish the game without losing a round. As for the method to choose the true last boss of the game... well, let's just say that if I told you I'd have to kill you.



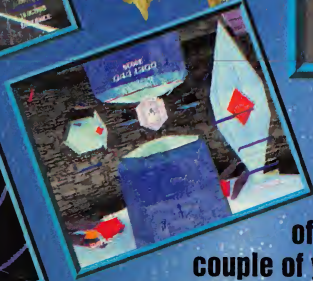
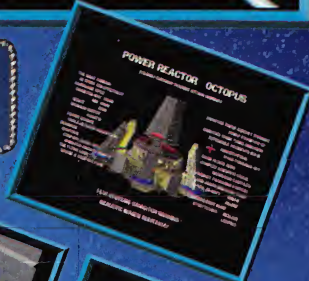




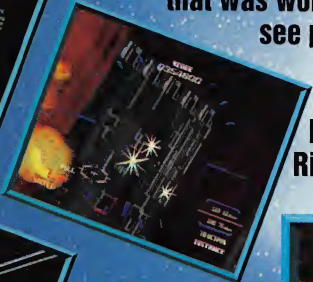
# STARBLADE



**NAMCO • CD SHOOTER 1 PLAYER AVAIL. NOW JPN.**



In my seven short months here at GameFan, I have reviewed or previewed StarBlade three times... and here I am again. For those of you who were born within the last couple of years, StarBlade is a roughly ten-minute long FMV shooter with a couple of polygonal enemies thrown on the screen which you have to shoot. To spice things up a bit, Namco has included a texture-mapped version of the original flat-shaded arcade title, with other new effects added like cool transparent explosions and plumes of flame. The only people I can think of that StarBlade Alpha will appeal to are hard-core fans of the arcade game. Be warned, though, even this high-powered version isn't perfect. The arcade machine's playing area was bigger than the screen, and moving the cursor to the edges of it caused the image to shift slightly, creating the illusion that you had more control over the game than you actually did. Don't get me wrong, I am a fan of StarBlade... as an arcade game that was worth the buck I payed to play it. I simply can't see paying \$60 for what is basically a ten-minute ride, especially when you could spend it on another Namco title of joy like Tekken or Ridge Racer. - Nick Rox





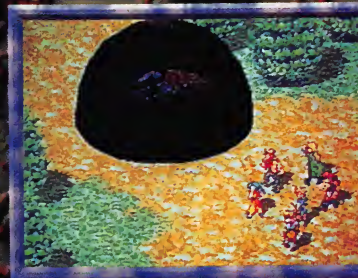
# Nick Rox's PLAYSTATION PREVIEWS

On the right is **Twisted Metal**, Sony Imagesoft's incredible 3-D combat driving game. The object of TM is to destroy all of the other vehicles in various combat arenas, like this eight-mile square city. TM is due in September.

Below is Konami's first PS RPG, **Genso Suikoden**. This RPG of power features 108 party members and mind-blowing special effects. Genso Suikoden has no release date.



Above is **WarHawk**, Sony Imagesoft's 3-D action/light sim. WH is due at launch. Here's Sony Imagesoft's **ESPN Extreme**, a 3-D skating/luging/rollerblading/biking racer. ESPN Extreme is scheduled for September.

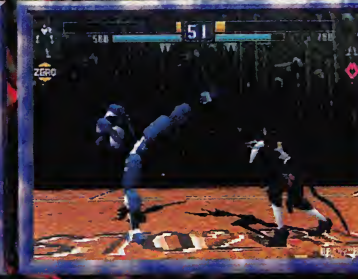
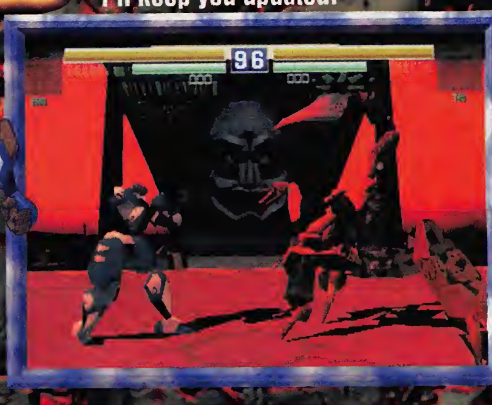


Below are the first shots of Bandai's **Dragonball Z: Chow Butouden** for the PS. The backgrounds in this game are in full 3-D while the characters are animation. There is no release date for DBZ yet.



## ZERO DIVIDE

Here are the first shots of **Zero Divide**, a 3-D, texture-mapped, Gouraud-shaded joy-title from Zoom. The characters in Zero Divide aren't robots, but rather computer programs and viruses within a massive computer network. The fighters include the 'hero,' Zero, the cat-like program Ito, a huge scorpion virus called Tau, and the military defense program Wild3. Other characters that haven't been programmed in yet are Draco, a dragon, Eos, a huge, slow fighter, Cygnus, a program wielding a beam saber, and Nereid, a many-armed virus. Zero Divide has no release date yet, but I'll keep you updated!









## Nick Rox's guide to D's Diner

Walk north through the hall, taking note of the bowl of "water" on the dining table. Enter the doorway to the west and walk up the stairs. Now open the door on your immediate left.

After experiencing joy here, proceed through the north door and head for the set of drawers. Open the first one and retrieve the sheaf of "blank" paper. Face right and search the fireplace; here you'll find a key. Now return to the grand hall.

Place the sheaf of paper in the bowl of water. An inscription appears, reading "IV-II." Return to the drawers upstairs and open them in the IV, II order. You'll find some sort of valve-turning device.

Walk down the stairs, turn left and enter the keg room. If you try to proceed, spikes will thrust from the wall and halt your progress. Attach the valve-turner to the keg and turn it. The spikes will retract.

Behind the spikes is a locked door marked "78." Remember this number. Return to the grand hall and use your key on the right door. You'll enter a room with a corpse who's arm is lodged in the wall. Continue left to the room with the wooden box.

Set the numbers on the box to "78." It will pop open, revealing the corpse's hand. Retrieve the ring on it and return to Door 78. Use the ring and step through the door... then look out!







After outrunning the boulder, check out the mosaic on the far wall, and try to memorize the animal pattern that appears on it. Approach the cabinet to the left.



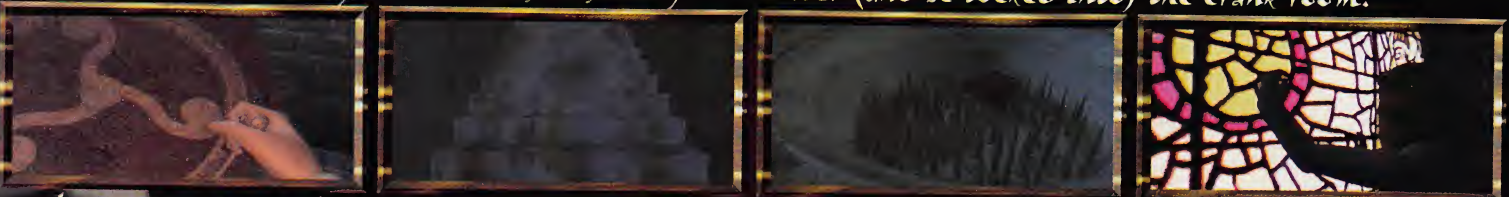
Spin the wheel until it matches the pattern shown on the mosaic. This will unlock the door, which leads to the bust room. Continue straight through this room to the small corpse antechamber.



Search the corpses to find the Gold Key. Return to the "smiling child" mosaic room and use your new-found gold key to unlock the desk, revealing a book.



Return to the bust room and insert the book into the missing space in the bookcase. This will reveal a hidden stairway. Climb the stairs and you'll enter (and be locked into) the crank room.



Each time you turn the crank, the door behind you will change. Among the choices you have are a room with a chest impaled on spikes, a stained-glass window or the one you want, the garden.



Once outside, walk north and examine the fountain and both the Sagittarius and Aquarius puzzles. Neither can be solved yet. Walk back to the garden exit but stop at the door you'll see on your left.



The door is locked, and there's an odd indentation in it. For now, return to the crank room and spin it again. You'll enter the knight room. At the far end of the room is a deep pit, and just as you're standing over it, one of the knights comes to life! Will our heroine be pushed to her certain death? Buy Warp's

D's Diner to find out!



## EXCLUSIVE PREVIEW

# The DAEDALUS ENCOUNTER

The Daedalus Encounter has a lot to prove. For a 3DO game the hype has been at an all time high, and rightly so. The game stars Tia Carrera, the biggest mainstream actress to ever grace an electronic game, and many a young males dream come true... me included. Is it an FMV title that will make die-hard gamers run to their

nearest retailer to buy a copy? Or, an immensely entertaining sci-fi CD with a storyline so infectious that it may cause you to suddenly adore Interactive Multimedia?

The answer is all of the above. The Daedalus Encounter marks the first truly entertaining interactive movie game.

Why you ask?...Star power!

This is not your average, point-and-click full-motion fest. The video is gorgeous and very smooth, but the best part of the game is the story line... and of course Tia.

I recently had the opportunity to play an early version of Daedalus Encounter for the 3DO, and my only complaint was that Panasonic only sent us one of three CD's... talk about a cliff hanger!

The story is as follows: You are gunner first class Casey O'Bannon, serving aboard the TAS interceptor Talon. The pilot is Lt. Ariel Mathison (Tia Carrera) a tough and experienced officer who plays it by the book. The copilot/engineer is warrant officer Zack Smith, who has a well deserved reputation as a loose cannon. During a routine patrol near Phalax Prime, a group of Vakkar fighters roars out of hyperspace and launches a deadly attack. The outcome leaves you, well... basically a brain in a box which has been placed in a life support system. Ari & Zack have "liberated" you from the MedLab and connected you into the systems aboard the surplus transport Artemis. You can see and hear your friends through audio/visual feeds on the ship, but your body is now a strange mix of pumps, gray, matter and electronics. You will encounter unknown creatures, locks and traps, bizarre devices and sudden death. Some challenges will require exploration, logic and experimentation. Others will rely on reaction time and the ability to think on your feet. Unfortunately, you no longer have feet. So it will be your mental power, agility and attention to detail that will determine the ultimate outcome. Sounds like fun!

We'll review 'The Daedalus Encounter' next month.  
-Whizzer

PANASONIC SOFT  
INTERACTIVE/ADVENTURE  
1 PLAYER  
AVAILABLE JUNE





# SPACE HULK

**GAMEFAN**  
PREVIEW

**ELECTRONIC ARTS**  
3D ADVENTURE  
1 PLAYER  
AVAILABLE JUNE



Welcome to 3DO first person power! EA's new Space Hulk combines heavy strategy elements and/or straight forward shooting for the first time. Choose to command other Space Marines, strategically placing them in Combat position, or set out on your own and just blast away in this highly original 3-D adventure!

A huge out of control derelict space ship is racing towards the imperial planet Delvar III. The Blood Angel Chapter of Imperial Space Marines (you) have been given the honor







of boarding this gargantuan ship to somehow divert it from it's course of mass destruction.

You'll fight some of the nastiest beasts you've ever seen on your way to the engine room where you will ultimately shut this thing down!

Is it just me or do these goombas look like 'Mattel Street Sharks'? Of course Street Sharks don't explode, spewing out brains and end-trails and what not, but they do bare a striking resemblance.

As you traverse the texture mapped halls splattered with blood and piles of carnage, you're in constant contact with your commander. He warns you of approaching killers and reacts to situations around you, much like 'Aliens' when Ripley attempted to guide Sgt. Apone out of LVN-420. This guy sounds like a haggard, weathered sea captain, further lending a 'Marine' feel to the action. Sound like fun? Believe me, it is! Space Hulk ships in June, so expect a complete review next month. -E. Storm







The Cemetery is the first place you and GEX visit. This is a good place to master GEX's many moves and dial in the control.

Find secret warps and bonus areas by exploring every square inch of terrain. Running and jumping off guillotines, exploring walls, and switching movie cameras will aid you in your quest.

Things to watch out for while fiddling around in the graveyards are moving platforms (don't get on a roll and jump too quick), melting platforms, and the killer green ooze. The spin n' puke Cemetery boss is an easy kill, however, the final Cemetery level is not. This mazy area holds two remote's that you must acquire.

My advice is to keep the freeze shot as long as you possibly can (to freeze the pesky living torches) and... don't rush!

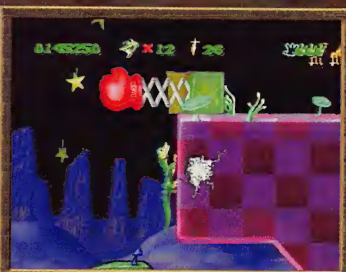
## CEMETERY



**CRYSTAL DYNAMICS  
ACTION/ADVENTURE  
1 PLAYER  
AVAILABLE NOW**



## NEW TOON LAND



3DO owning platform fans everywhere have waited patiently for Crystal Dynamics' GEX.

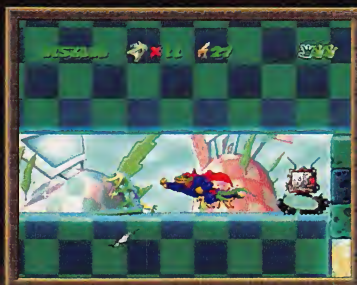
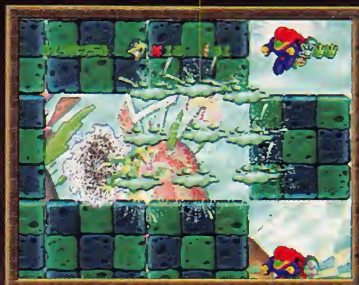
Could the masters of the 3DO pull yet another rabbit out of their hats?... oh yes. In the shape of a wise crackin' Gecko with the voice of a comic and an SGI bod to go with it no less!

GEX is not just a pretty lil' posing platformer, but a full fledged platform extravaganza.

Power cinema's, great tunes, perfect voice, mucho parallax, and one heckuva' scaling bad boy from the other side of TV land, are all waiting for you and your 3doo. I'm sure that all who play will agree, GEX has sequel power to burn!

I've listed some helpful bits on the following pages. Enjoy! E. Storm

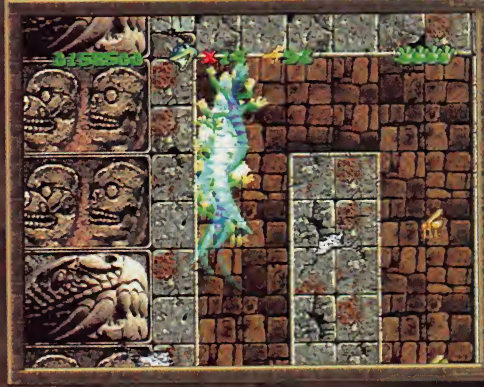
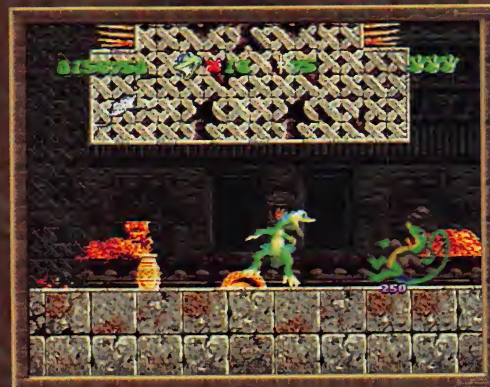




In New Toonland, things get quite a bit tougher. While traversing vertical inclines, look out for falling anvils (toons have no respect), power punching blocks, and pudgy little purple freaks that love to shower you with gifts... of pain.

The toughest section here is a toss-up between the rockets and the doors. When rocket surfing, look for the arrow pointing down (mid-level) and jump off. Beneath you'll find one-up heaven. As for the doors, well, all I can say is follow the arrows and switch every camera you come across.

The Toonland boss is a gassy, Kid-Fanish dude with fart power to spare. Jump over him as he makes four ground passes and then head for the ceiling and barrage him with the hanging anvils.



Welcome to the jungle, we got fun n' games, you can play anyway you like but you better watch out for apes! That concludes today's Guns n' Roses reference.

The jungle is actually one of the more enjoyable levels in GEX. Much of it is comprised of joyful rafting and platforming, against one of the most picturesque backgrounds in recent memory. But of course... there's a catch. The indoor Indiana Jones-ish area is quite the formidable challenge. This level moves along on its own, as you bounce off bongo's, cling to walls, tail whip natives, and plunge

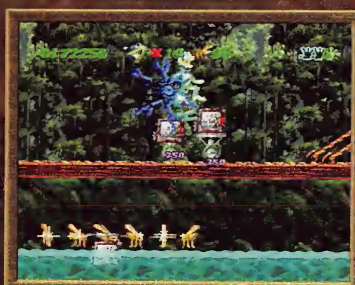
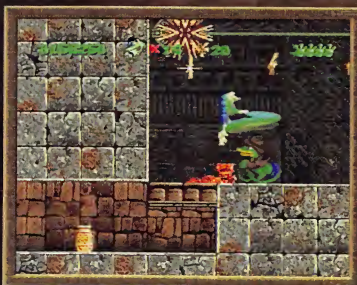
## JUNGLE ISLE

and climb to safety. It ain't easy, but it's loads of fun! Miss the speed icon and your Gecko soup!, so watch for the centipede power-up bug.

The Jungle Isle boss is a relentless beast indeed! The goal is to jump and climb your way to the top, and release a barrage of boulders sending him to his doom.

You must master holding run, and jumping simultaneously here. Watch the holes for his glowing red eyes, they'll light up just before each attack, and remember... take your time, there is no time limit.





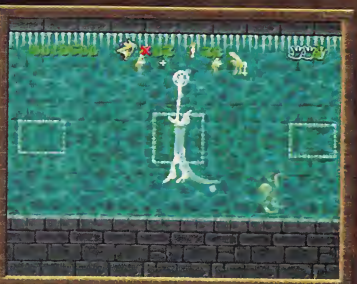
Welcome to Kung-Fuville, a place where swimming in toxic waters, dancing on fire-crackers, and lofting off of sumo's belly's, can be yours!

O.K. Grasshoppa... first; if the water is green, don't swim in it! Second; if an eel is sparking, don't touch him!, and last; if you wanna' cross a string of fire crackers, confucius say... run!

GEX swims by pressing 'C', however, he takes a mighty stroke, so be careful around spikes and use baby taps. Also, after you explode fireworks, investigate below them, you just may find something remotely interesting.



### KUNG FUVILLE



As you can see in the pictures above, Kung-Fuland is laced with peril. If the snapping piranha's and electric eels don't getcha', the toxic water or the fire pits will. But when it comes to dry land, GEX is master! Lard filled sumo's make great spring boards!





Hey wait a second, isn't that Gamora? The path to victory here is a tricky one. Cling to the wall and tail swipe twice (don't bounce like I am in the middle picture). On the third pass, he'll land. If you're in front of him he'll shoot shells at you, so jump left and bounce on him twice. He'll wig out and fly along the ground a couple times-jump these and then repeat. Sound easy... it's not!



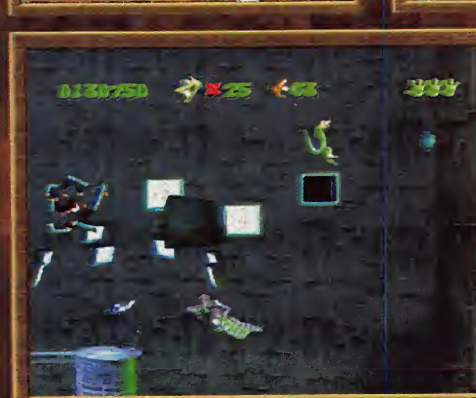
So you've made it to Rez, now get ready to take a pounding! These two levels are HARD. Like any good platformer, power-ups are placed periodically, so that if you're doing good, even if you're on your last bit of health, a power-up or save point will be close by... if you're doing good.

There's a very 'mechanical' way to reach each checkpoint, it's repeating each pattern perfectly that poses the problem.

If you've taken GEX through every piece of every map in the game up to this point, and haven't had to restart, you should have at least 20 lives left to get through Rez. If you don't, go back to the rocket level in Toonland and stock up. While your visiting Rez, check out all the parallax. The 3DO doesn't have these capabilities built in to the hardware, so this is mighty impressive!



## REZ'S LAIR



You've made it to **Rez's lair**, and now you must face the ultimate challenge. Ok listen up. Rez sends a fly to a nest on the right. It's your job to dodge his attacks, wait til he builds you a bridge of TV's, jump across them, break the hive and eat the fly. This energizes one shot. Wait at the bottom of the screen and time his approach. Hit him once and then jam to the top avoiding his spray.

On the left side, hold the fly in GEX's mouth, that way you can take one hit without taking damage. Do your damage on the right until you wire his patterns. Five hits, and he's cancelled! See you back at the barka-lounger!



# UPDATE: 3DO's 64-bit M2

It's 1990 all over again! It seems that every few months a new system is announced and the latest of these is the M2, 3DO's 64-Bit upgrade. The 3DO Co. claims that the M2 has ten times more power than the PlayStation and Saturn. This may prove true if their advance specs are correct - 700,000 polygons per second with texture mapping, Gouraud shading, hardware z-buffering and tri-linear (3-D) mip-mapping applied. What this means is no pixels or blockiness, even in extreme closeups. Also incredibly impressive are the M2's sound capabilities... they're appar-

ently even better than the Saturn's, with 32 channels available, a 66 MHz DSP and "pre-processed or on-the-fly three-dimensional sound spatialization." Other keen features of the 64-Bit 3DO are one block of main RAM, rather than splintered up sound portions, video portions and game portions, like other next-generation systems. The M2 will be available as both a 3DO add on peripheral (for current users) and as a stand alone system, later this year. No price was available at press time. We'll have much more on the M2 upgrade in our E3 report next month.

**"...TEN TIMES MORE POWER THAN THE PLAYSTATION AND SATURN."**

-THE 3DO CO.

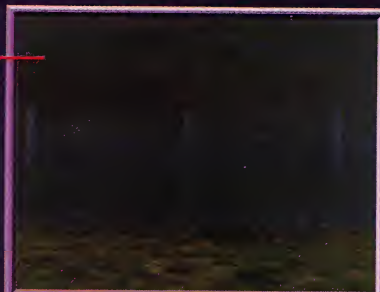


The top half of the slide represents an image of a cow one would expect to see on a 32-bit system. The cow on the bottom half of the slide is running on 3DO's 64-bit M2 technology. Unlike the 32-bit cow, which is pixelated and blocky, the M2 cow and fence remains clear and smooth even close up. Unlike other systems, M2 features unique filtering and mip mapping capabilities that smooth the appearance and texture of an object ("Bossie The Cow," in this case) as the camera moves closer or farther away from the object. In other words, regardless of your angle or distance from the object, the image remains realistic and clear.

This close up of a dinosaur's eye demonstrates M2 technology's texture mapping capabilities enhanced with filtering. The dinosaur is rendered in polygons. Even close up, the eye and the dinosaur's skin maintain their clarity and are extremely clear and smooth, without pixelation.



These six slides of Bossie the Cow, Sheena, and the Dinosaur, demonstrate M2's fogging effect. Here you see exponentially calculated fogging - that is, the opacity varies based on the distance of an object from the camera. Much like you'd find in nature, the object comes in to view as you move closer to it.





# SPECS

## Highlights

- Custom Processors
- Bus Bandwidth
- Graphics Performance
- 10 Custom Processors
- 528 MBytes/Sec
- 100 Million pixels/sec rendering speed
- 1 Million polygons per second
- 700K polygons per second with all features

## CPU

- Type
- Speed
- Instruction/Data caches
- Floating Point Math Capability
- Power PC 602
- 66 MHz RISC
- 64Kbits total (32K /32K)
- 132 MFLOPS (Million Floating Point Operations per second)

## Memory

- Main Memory (SDRAM, ROM)
- Bus
- Cache coherent memory system

## Graphics

- Resolution
- Full Motion Video
- 640x480 and 320x240 x 24 or 16 bit color depth
- MPEG engine supports JPEG decompression

## Custom Graphics Capabilities

- Texture Mapping
- Texture Compression
- Filtering
- Mip Mapping
- Gouraud Shading
- 3D Perspective Correction
- Hardware Z Buffer
- Alpha Channel
- Special Effects
- Destination based rendering
- Hardware decompression
- Linear, bi-linear, tri-linear, point sampled
- Multiple levels of detail
- RGB and alpha channel

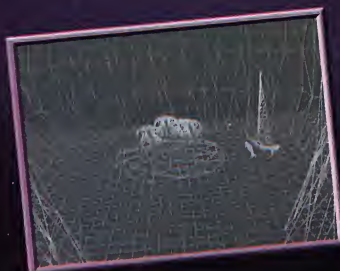
## Audio

- DSP Speed
- MPEG Audio Decompression
- 32 Channels
- 66 MHz
- Hardware decompression and interpolation on all channels
- Supports all 3DO titles (backward compatible)
- Internal non-volatile memory
- Storage Cards
- 3DO Card Slots for peripherals including modems and other sophisticated expansion options
- Control Port devices including Control Pads, keyboards and joysticks
- Supports existing peripherals (backward compatible)

## Title Compatibility Game Saving Options

## Expansion Options

## Control Port





# JAGUAR DOMAIN

**REFLEX 2**

GRIP: MEDIUM  
ACCELERATION: LOW  
MAX SPEED: 169 MPH  
PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**SLIDING THUNDER**

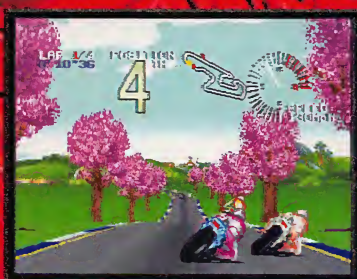
GRIP: VERY LOW  
ACCELERATION: MEDIUM  
MAX SPEED: 227 MPH  
PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**SUPER RABBIT**

GRIP: MEDIUM  
ACCELERATION: MEDIUM  
MAX SPEED: 175 MPH  
PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**WHEELS OF TERROR**

GRIP: LOW  
ACCELERATION: HIGH  
MAX SPEED: 200 MPH  
PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN



## Super BURNOUT

CAMEFAN  
REVIEW

ATARI • 16 MEG  
RACING • 1-2 PLAYER(S)  
AVAILABLE JUNE

JAGUAR

How many of you wouldn't mind a 90's version of Super Hang-On?... I thought so. That was a great game... so is this.

Atari's 'Super Burnout' is an important turning point in the Jaguar's genesis. Why? Well, because this game looks like it's running on a powerful console.

Technically, Super Burnout is mighty impressive. Hordes of big sprites scale smoothly while moving at a break-neck pace. Aesthetically, Super Burnout looks really good. It has smooth animation, solid artwork, and brilliant color. Ergonomically, Super Burnout controls extremely well. The bike is very responsive and reacts well to cornering and braking. Most importantly SB is fun, especially if you like games like Hang-On and Suzuka 8-hr's.

Super Burnout is just pure racing joy. Especially impressive are the hills, which induce that roller coaster like feeling, and the two player split screen mode, which is every bit as smooth and fast as the one-player game. Overall I can't find any flaws. Super Burnout delivers exactly what it's meant to.

That about wraps this one up. Bottom line, if you're looking for some good old fashioned racing, Jag style, Super Burnout should be your next purchase.

-Takahara



**AMERICA**  
high speed

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**AUSTRALIA**  
technical

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**BRAZIL**  
technical

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**CANADA**  
high speed

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**FRANCE**  
semi-technical

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

**JAPAN**  
technical

PUSH 10% LEFT 10% RIGHT 10% UP 10% DOWN

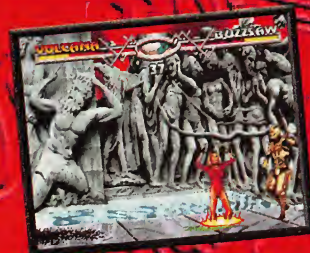
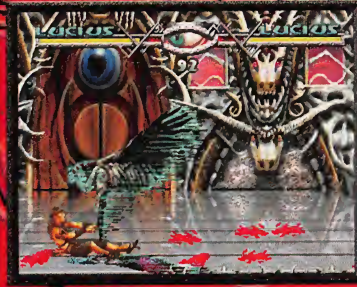




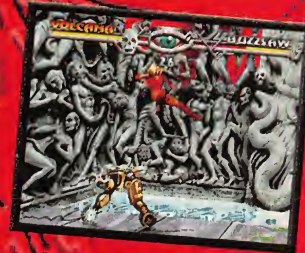
Atari's Fight For Life is nearly completed and should be ready for a GF review next month. Early opinions around the office are mixed so we'll give it a complete run through next issue and bring you all the grisly details. As you can see, Fight For Life is Atari's entry into the growing polygon fighter market, which is currently brimming over with such joy as Tekken, Virtua Fighter 1&2, and Toh-Shin-Den. The game features a mixture of musical overtones and a voice track that could send the family dog in to permanent retirement. See you next time. -Mr. Goo



## JAGUAR PREVIEWS

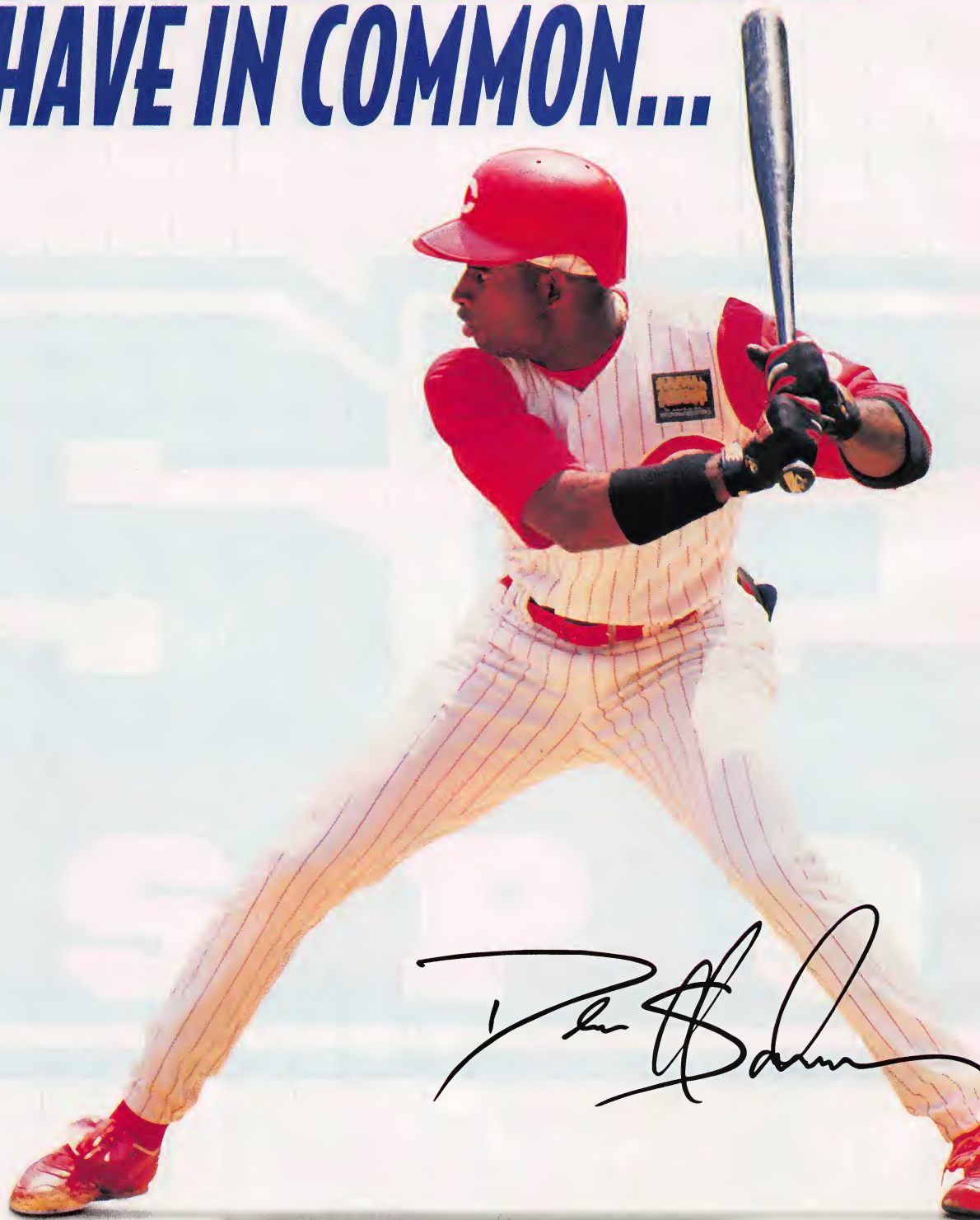


Ultra-Vortex is also just about finished. I know, I know, we said it was coming out a long time ago. The designers of UV have been hard at work on some killer combo's so things took a bit longer. I'm sure that the thousands of Jag owners out there who've been aching for a brutal digitized fighter (it sure wasn't Kasumi) will be very happy with Ultra-Vortex. As you can see, the backgrounds (many of which are animated) are super detailed and bursting with color, and the characters echo that familiar digitized requiem that gamers just can't seem to get enough of. We'll have a review in July. -Mr. Goo



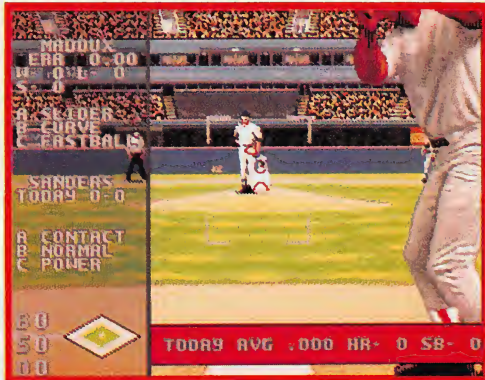


**WHAT DO DEION SANDERS AND  
WORLD SERIES® BASEBALL '95  
HAVE IN COMMON...**





# THEY'RE BOTH IN A LEAGUE OF THEIR OWN.



*The Reds' Deion Sanders steps up to face the Braves' Greg Maddux!*



*Albert Belle of the Indians rips a shot off the Orioles' Mike Mussina!*



- All 28 Major League Teams & 700 Major League Players, including McGriff, Bagwell, Key, Canseco and Bonds!
- Draft & trade players.
- League, All-Star, Playoffs & World Series action!
- Multi-player leagues-several friends can all be in a league together.
- Large battery saves complete individual, team and league leaders statistics.
- All-Time Great Players, including Lou Gehrig, Dizzy Dean & Ty Cobb!
- "THE BEST JUST GOT BETTER...ALL THE STATS, ALL THE STADIUMS, INCREDIBLE ANIMATION...WORLD SERIES BASEBALL '95 HAS IT ALL."  
-Dave Winding, Game Fan Magazine!



*Roberto Alomar faces Jack McDowell in all-star batting mode.*



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# GameFan Sports

## GF Sports Scoreboard

Each game can score a total of 100 points. The "Power Tab" represents the sum of the total score. Each "Power Tab" equals 20 points



## RBI Baseball '95 32X

TIME WARNER • 24MEG  
BASEBALL  
1-2 PLAYER(S)  
AVAILABLE MAY

Baseball games haven't really been improving greatly over the last few years. World Series is definitely the best with the most in-depth game play and simulation. However, no baseball game has adequately surpassed what I consider the next great frontier: game play that takes full advantage of the six-button controller.

With that said, R.B.I. 32X is exactly what you'd expect. It's a great version of R.B.I. with 32X-powered graphics, voice, all the real players, and all the real stadiums...but the game play just hasn't evolved much over the previous versions.

On one hand, you've got some pretty solid controls and moves. For example, you can throw spitballs at the mound, or if you're facing that .340 slugger you can do a pitch-out. In the outfield you can dive and jump for out-of-reach balls.

However, in real baseball, pitchers use twice as many

different pitching styles as in R.B.I. Where are the change-ups, sliders, screwballs, etc.? Base-runners have this dandy trick called "sliding" but there are no slides in R.B.I..

These gripes aside, R.B.I. is an all-around good time. The audio/visual presentation is quite good, including a superb batter's perspective and digitized graphics throughout. TWI really took an effort to give R.B.I. a 32X look, not just recycled Genesis graphics. You even get those cute scoreboard animations after a big play, and the pitcher even shakes his head or nods to accept signals from the catcher.

I wish R.B.I. had more complete game play and a four-player option, but I also wish the players hadn't gone on strike. The good news is the strike is finally over, and R.B.I. is good enough to get you back in the spirit of the game.

—Cal Cavalier





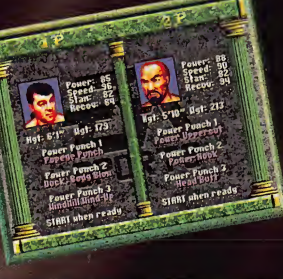


# TOUGHMAN Contest®



32X

ELECTRONIC ARTS  
32 MEG • BOXING  
1-2 PLAYER(S)  
AVAILABLE MAY



EA Sports claims Toughman 32X is very accurate to the actual Toughman boxing contests which take place in gyms, woodsheds, and meat lockers around the world. Since I have never heard of the Toughman contest (and neither has anyone else), I could care less about how realistic this game is. What I do care about is how fun the game play is, and whether or not it's better than Super Punch-Out. Unfortunately for EA Sports, Toughman is tough to like.

The game is essentially an anything-goes 3D fisticuffs fiesta with game play and graphics that pale in comparison to Super Punch-Out. The biggest problem is the perspective. Your boxer is a solid chalk outline (as opposed to the cool, transparent, fully-fleshed-out sprite in SPO). Because your boxer is at eye level with the opponent, your guy's outline tends to obscure the enemy and it's very hard at times to see the animation correctly.

The game play is decent. You have several standard punches which can be varied depending on directional presses and whether you tap or hold the button. There's a whole slew of "Special Punches," which are activated by Street Fighter/Mortal Kombat-like commands. For example, to do a Super Uppercut, you tap B, Down, Down-Right, and Up. You can even do special combination attacks which cut off the animation from one punch into the next, almost like a two-in-one.

Despite the variety of moves, the control just doesn't feel right. The game feels sluggish, and pulling the Special Punches isn't as intuitive and responsive as it could be. Also, the game really should have taken advantage of the six-button controller...there's just too much cramped into three buttons.

TC allows you to fight through several regional tournaments before the big world championship, so replay value and game length are the strong point. However, whether you have the patience to get through even one circuit is the big question. Yes there's a two-player mode, but it's pretty darn obnoxious considering you are on opposite sides of the screen. (Maybe if there was an X-Band feature where you both played from the same viewpoint....)

Toughman Contest has pretty sharp graphics, including ultra high-color backgrounds. However, the backgrounds need more animation and energy. Again, the animation is too murky and compressed to be likable. TC's sounds and music aren't particularly remarkable, either.

EA Sports people have told me Toughman Contest is not comparable to Super Punch-Out because TC is a totally different game. It's different all right, but different isn't necessarily better, or even as good. TC has the words "three hour rental" written all over it. —Cal Cavalier





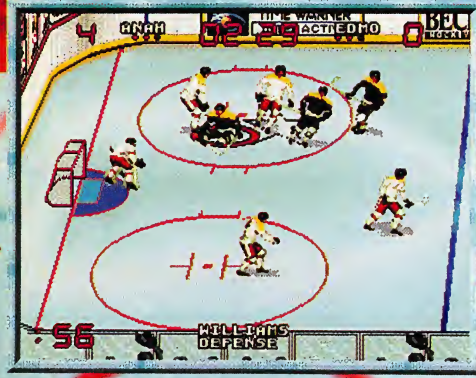


## SPORTS

### WAYNE GRETZKY WITH NHLPA ALL STARS



I'M THE ONLY ONE LEFT  
WITH ALL MY TEETH!



TWI • 16 MEG  
HOCKEY  
1-2 PLAYER(S)  
AVAILABLE JUNE

GF Sports  
**85**  
points

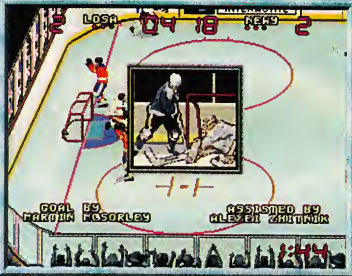
Here's an easy question for you: Which NES hockey game was so superb that you'd still have fun playing it, even today? Konami's *Blades of Steel* of course. Don't you agree it's high time somebody designed a hockey game with BoS's stunning attributes? Not only has TWI done just that, but they've done it with the great Gretzky's name on it! NHLPA license and all, this is a fun hockey game.

Wayne Gretzky and the NHLPA All Stars is a side scrolling affair overflowing with wicked game play. If you like it rough, look no further. Choose from 'aggressive', 'defensive', or 'roughest' play, and call the dentist! On either offense or defense, realistic slashing, tripping, and high sticking, is performed easily, complete with full motion video accompaniment. You can also 'intimidate' and make it even rougher.

The graphics are colorful, nicely drawn and animated, and the control is not only easy to get a grip on, but quite precise. A new switchable feature; 'real skate', offers two ways to control your players. 'Real skate' duplicates realistic player movement and eradicates that 'floaty' feeling associated with so many hockey games. Gretzky is also packed with clear voice samples, and a nicely produced soundtrack. Besides the fact that the team colors and logo's are not official NHL, a feature which means nothing when it comes to gameplay. It's hard to find fault with this game. It's original, timely, and a gas to play. Give it a whirl and help Janet get that new house in Vail. -Chip



WHAT WOULD A HOCKEY GAME BE WITHOUT A GOOD FIGHT??, OR TWO OR THREE



CHECK IT OUT! FMU POWER ON CARTRIDGE!



HERE'S ME SCORING...DON'T YOU LOVE INSTANT REPLAY?





# HANDS ON PORTABLES



## GUNSTAR HEROES

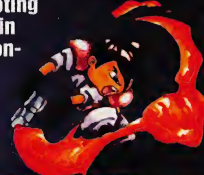
SEGA • 4 MEG  
ACTION  
1 PLAYER  
AVAIL. NOW JPN.



I never thought I'd see this... An 8-Bit Game Gear game replicating it's 16-Bit original almost to a tee. "Oh boy," you may reply, "I've played many Genesis games bad enough to be Game Gear titles." Ah, but this cart o' power isn't just any Genesis game, it's Gunstar Heroes!

I wouldn't hesitate to call this the best Game Gear game of all time. We're talking multiple levels of parallax, complex line-scrolling, true transparencies, massive multi-jointed enemies, and even those trademark Treasure explosions. The only things this 4-Meg wonder is missing are two levels, Black's fortress and the game's shooting stage. This loss is made up for by the inclusion of two levels not found in the Genesis cart, however: A jetpack stage and a stage in which you control a huge, screen-sized mech.

I don't want to give too much away about Gunstar, considering that we'll review it next month... suffice to say that you truly have never seen a more powerful Game Gear title than this. Let's hope SOA picks it up. -Nick Rox



Primal Rage, one of the biggest arcade hits of 1994 is making an appearance on Sega's Game Gear. Once I popped the cartridge in, I was amazed by the character graphics and animation. While no one in their right mind could expect the visuals in this Game Gear Primal Rage to stack up to the 32-bit coin-op power, the results are nonetheless, impressive. Believe it or not, the animation in this game is at least 50% as smooth as its arcade cousin. In fact, I would say PR has the most fluid movement of any Game Gear title I've ever seen...period. Had it not been for the outstanding character animation, the playability would've received top billing. While not being the biggest fan of the arcade game, even I must admit that Primal on the Game Gear is very easy to play and I found the special moves simple to execute. Unexpectedly, I also found a solid and fun to play fighting game that should have no trouble putting smiles on the faces of GG owners longing for a quality beat-em-up. -K.LEE

## PRIMAL RAGE

TWI • 4 MEG  
FIGHTING • 1-2 PLAYER(S)  
AVAILABLE AUGUST







## SHOW MERCY



It must be the **THIRD ROUND** to do a Mercy. When "Finish Him" appears, move to full-screen distance and tap D,D,D,D,RUN. (Note: you **MUST** do a Mercy before performing an Animality.)

## CLAMP OF DEATH

SEKTOR



Tap B,B,B,HK. (Distance: just outside sweep range.)



## STAGE FATALITIES



Every character uses the same motion to do the PIT 3, SHAO KAHN'S TOWER, and SUBWAY Fatality. Get very close and tap F,F,F,F,RUN.

**TIP:** When doing Fatalities, you may want to hold down BLOCK to keep yourself from moving about. Just remember to release BLOCK before you hit the final button in the Fatality.

## ANIMALITY: POLAR BEAR HUMP



Tap U,U. (Distance: very close.) (Note: must be done after a MERCY.)

## BLOW 'EM AWAY



Tap D,F,B,HK. (Distance: just outside sweep range.)

## GO, GO, GADGET HELICOPTER



CYRAX

Hold Block, [Tap U,U,U,D], HP. (Distance: a few steps outside sweep range.)



## ICE-BREAKER



Tap D,F,D,F,LP. (Distance: very close)



NIGHT WOLF

## ANIMALITY: HUNGRY LIKE THE WOLF



Tap D,D. (Distance: very close. (Note: must be done after MERCY.)

## SPOTLIGHT OF DEATH



Tap D,F,F,HK. (Distance: very close)

## LIGHTNING AXE



Tap D,B,B,B,HP. (Distance: a few steps outside sweep range.)

## MIGRAINE HEADACHE



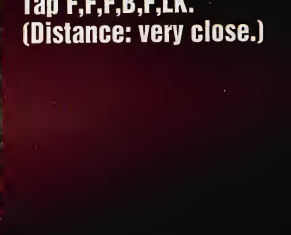
Tap F,F,F,LP. (Distance: very close)

## SKIN 'EM



Hold HK, [Tap F,F,F], release HK. (Distance: very close.)

## BOMBS AWAY



Tap D,F,D,F,BLOCK. (Distance: very close.)

## TASER ELECTROCUTION

STRYKER



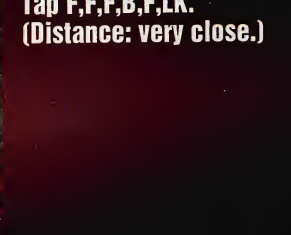
Tap F,F,F,LK. (Distance: full screen away.)

## FLAMING LIPS



Tap D,D,D,F,LK. (Distance: anywhere.)

## SUPER INVISO TOASTY



Tap F,F,F,B,F,LK. (Distance: very close.)

LIU KANG





## REVISED MOVE LIST VERSION 1.0

MK 3 has hit the arcades, and of course, almost all of the moves from the ACME test version didn't work. Big surprise, huh? No worries, we've compiled the latest list of moves and combos for VERSION 1.0. Double-check your machine—if it's version 1.0 (the mid-April release version), all of the following moves are confirmed.

### MOVES KEY

F=Forward, B=Back, D=Down, U=Up, QCF=Quarter-Circle from Down to Forward, QCB=Quarter-Circle from Down to Back, HCF=Half-Circle from Back to Forward, HCB=Half-Circle from Forward to Back, HP=High Punch, LP=Low Punch, HK=High Kick, LK=Low Kick.



#### CYRAX

Short Bomb: Hold LK, [B,B,HK]  
Long Bomb: Hold LK, [F,F,HK]  
Net Over Here: B,B,LK  
Exploding Teleport: F,D,BLOCK  
Air Throw: F,D,F,BLOCK, then LP when close in air. (Can only be done while enemy is jumping.)  
Ground Combo#1: HP,HP,LK,HP  
Ground Combo#2: HP,HP,HK



#### JAX

1 Fireball: B,F,HP  
2 Fireballs: F,F,B,B,HP  
Running Slam: F,F,HK  
Ground Smash: Hold LK 3 Sec., Release  
Backbreaker: BLOCK when close in air  
Gotcha Punch: F,F,LP, tap LP  
Quad Throw: F+LP to throw, tap HP  
Ground Combo#1: HP,HP,LP  
Ground Combo#2: HP,HP,BLOCK,LP, B+HP + AIR



#### SHANG TSUNG

1 Skull: B,B,HP  
2 Skulls: B,B,F,HP  
3 Skulls: B,B,F,F,HP  
Ground Fireballs: F,B,B,LK  
Ground Combo: LK,HP,HP,LP,B+HP  
Morphs: Sub Zero: F,D,F,HP  
Cyrax: BLOCK,BLOCK,BLOCK  
Liu Kang: Full Circle Toward  
Sindel: B,D,B,LK  
Jax: F,F,D,LP  
Stryker: F,F,F,HK  
Sektor: D,F,B,RUN  
Nightwolf: U,U,U  
Sheeva: F,D,F,LK  
Sonya: D,D,D,Run+Bik+LP



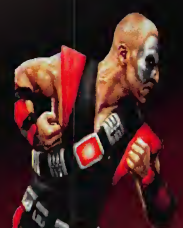
#### KUNG LAO

Hat Throw: B,F,LP  
Teleport: D,U, then attack  
Dive Kick: D+HK in air  
Aura Shield: F,D,F,tap RUN  
Ground Combo#1: HP,LP,HP,LP,LK,LK, B+HK  
Ground Combo#2: HP,LP,HP,LK, LK,B+HK



#### STRYKER

High Grenade: QCB, HP  
Low Grenade: QCB, LP  
Baton Run: F,F,HK  
Baton Trip: F,B,LP  
Ground Combo: LK,HP,HP,LP, B+HP + AIR



#### KANO

Cannonball: Hold LK 3 Sec., Release  
Knife Throw: QCB,HP  
Knife Uppercut: QCF,HP  
Choke Hold: QCF,LP  
Air Throw: BLOCK when close in air  
Ground Combo#1: LK, HP, HP, LP, HK  
Ground Combo#2: HP,HP,HK,LK,B+HK  
Ground Combo#3: HK,HK,LK,B+HK



#### LIU KANG

Bike Kick: Hold LK 3 Sec., Release  
Flying Kick: F,F,HK  
High Fireball: F,F,HP (ground or air)  
Low Fireball: F,F,LP  
Ground Combo#1: HP,LK,LK,HK,B+HK  
Ground Combo#2: HP,HP,BLOCK, LK,LK,HK,LK







## VERSUS SCREEN CODES



Note: To adjust these codes, use Player 1's High Punch, Block, and High Kick buttons, and Player 2's same buttons, to adjust the six boxes in the appropriate order.

**Disable Blocking:** Dragon,Yin Yang,Dragon,Dragon,Yin Yang,Dragon  
**Disable Throws:** MK,Dragon,Dragon,MK,Dragon,Dragon  
**Random Select:** UP+Start on the character select screen.



SUB-ZERO



SINDEL



KABAL



NIGHTWOLF



SEKTOR



SONYA



SHEEVA

Freeze: QCF,LP  
 Ice Show: QCF,HP  
 Ice Clone: QCB,LP  
 Slide: B,  
 LP+LK+BLOCK  
 Ground Combo:  
 HP,HP,LP,LK  
 ,HK,B+HK

Ground Fireball:  
 F,F,LP  
 Air Fireball:  
 HCF,LK.  
 Flight: B,B,F,HK.  
 Wave Scream:  
 F,F,F,HP.  
 Ground Combo:  
 HK,HP,HP,LP,HK

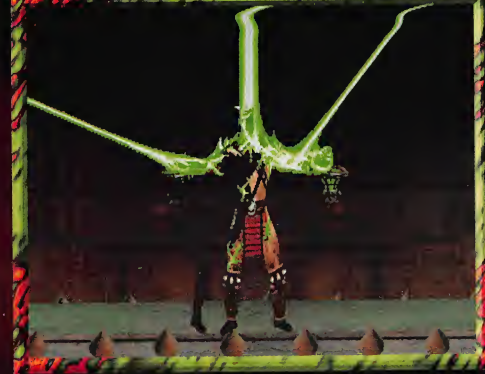
Tazmanian Spin:  
 B,F,LK  
 Fireball: B,B,HP  
 (ground or air)  
 Blade Slice:  
 B,B,B,RUN  
 Ground Combo#1:  
 LK, LK, HP, HP,  
 D+HP + AIR  
 Ground Combo#2:  
 HP,HP,D+LP,D+HP

Arrow: QCB,LP  
 Hatchet Uppercut:  
 QCF,HP  
 Shadow Ram:  
 F,F,LK  
 Shield: B,B,B,HK  
 (reflects fireballs)  
 Ground Combo#1:  
 HP,HP,LP,Hatchet  
 Uppercut + AIR  
 Ground Combo#2:  
 HK,HK,HP,HP,LP,HK

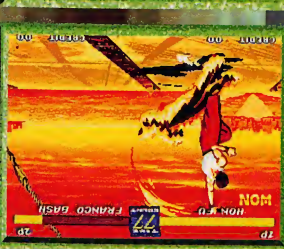
Straight Missile:  
 F,F,LP  
 Heat-Seeking  
 Missile: HCB,HP  
 Teleport Punch:  
 F,F,LK  
 Ground Combo#1:  
 HP,HP,LK,HP  
 Ground Combo#2:  
 HP,HP,HK

Ring Fireball:  
 QCF,LP  
 Diagonal Bike Kick:  
 B,B,D,HK  
 Leg Throw:  
 D+LP+BLOCK  
 Square Wave  
 Flight: F,B,HP  
 Ground Combo#1:  
 LK,HP,HP,LP,B+HP  
 Ground Combo#2:  
 LK,HP,HP,LP,B+HK

Fireball: HCF,HP  
 Stomp: D,U  
 Earthquake:  
 B,D,B,HK  
 Ground Combo#1:  
 HP,HP,LP,HK,  
 HK,LK,B+HK  
 Ground Combo#2:  
 HP,HP,LP,  
 F+HP + AIR







Will the fighters never cease! Will the Neo ever get an action game, a shooter or an RPG? The answer to these questions is yes. In fact, all three genres will appear on the Neo shortly: Shinseisu Samurai Spirits: Bushido Reisu Den, the Samurai Shadow RPG, Pulstar, the shooter to end all shooters from Eicom/Dino, and "Neo Action Game," a shooter or an RPG? But, for now, we are confronted with yet another fighter. At least it's a good one. Fatal Fury 3 presents less innovation than its predecessors. The new Sway-Line System isn't much of an improvement over the double-line system sported in previous FF's, and is at times even annoying. By pressing A and B you make a quick jump to the line in front, and by pressing C and D you switch to the plane in back. No longer can you stay on a line indefinitely. If you have but a few seconds to move or attack from the other plane before the computer pushes you back to the middle field. It seems that all the lines are useful for now is dodging fireballs or escaping from corners. One cool thing about the lines, however, is the fact that if you deliver the killing blow from the rear plane, the enemy scales towards the screen ala killer instinct. Likewise, if you defeat your opponent into the background, often smashing painfully Terry takes his Power Wave by calling out "Power..." and beginning the motion of the



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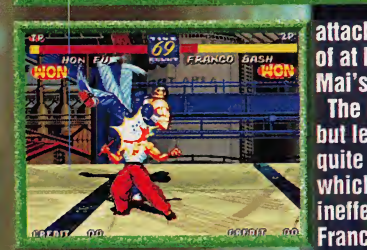
ROAD TO THE FINAL VICTORY

**FATAL FURY**

NEO

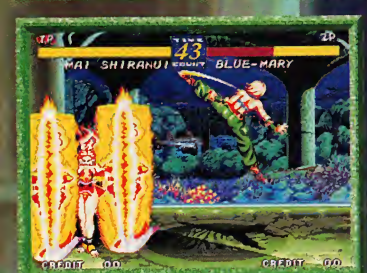
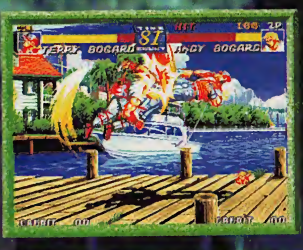






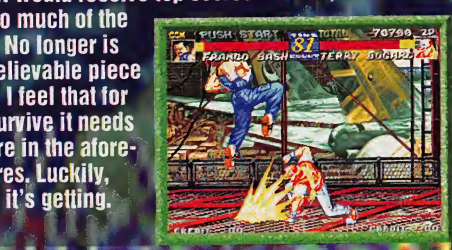
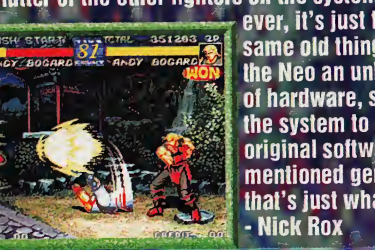
attack. Other than these additions, gameplay remains much the same, besides the addition of at least one new move for each character, like Terry's Power Dunk, Geese's Ja Ei Ken and Mai's Kagerou no Mai.

The new characters seem to be pretty boring, (this may be because I'm used to the old ones) but let's examine them closer: Blue Mary is an exceptionally lame character, despite being quite the babe: All her special attacks consist of throws, except for two Cammy rip-off moves which are too slow to be used effectively. Her voice is also extremely annoying. Hon-Fu is also ineffective. He's very slow and his attacks are mostly useless and un-connectable, save one. Franco Bash is a Zangief-ish character, extremely slow and powerful, so I didn't use him much but he seems good enough. Mochizuki Sokaku is an extremely technical character... most of his moves are countering attacks. He could be called the Dhalsim of the game. Lastly is Bob Wilson, a charging-intensive character who can be compared only to Guile. He's an excellent and easy-to-learn fighter.



Where FF3 really shows it's stuff is in the graphics. The animation is very well-drawn and is a vast improvement over FF2 and Special, even approaching the lofty height of X-Men or DarkStalkers. The backgrounds are also very well done, with ample parallax and several variations on each stage such as sunset, rain, or night depending on the round.

Fatal Fury 3 is a good, if not great fighter, and if reviewed alone, without all the clutter of the other fighters on the system it would receive top scores. For me, however, it's just too much of the same old thing. No longer is the Neo an unbelievable piece of hardware, so I feel that for the system to survive it needs original software in the aforementioned genres. Luckily, that's just what it's getting.





# STREET FIGHTER

## THE MOVIE

It's practically a religion. There are hordes of Street Fighter fanatics all over the world. Most of them are probably looking at Street Fighter: The Movie and thinking sacrilege! This just isn't right. Especially if you saw the movie... ouch, big pain! Well I'm here to tell you it's not all that bad, in fact, it's pretty damn good.

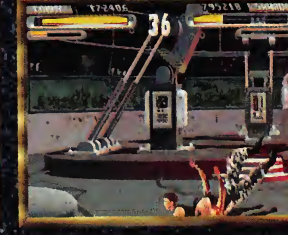
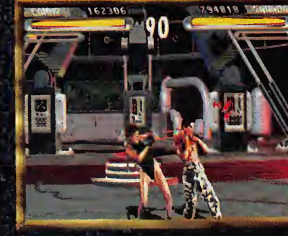
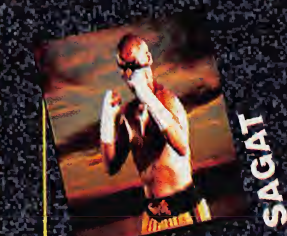
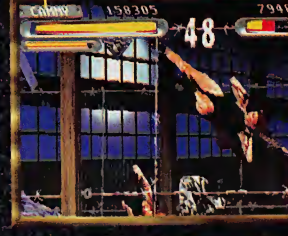
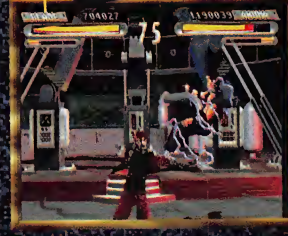
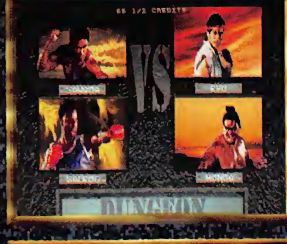
Thing is, I have a feeling SF:The Movie may appeal more to MK fans than SF2 fans. Basically this is an entirely new game, not meant as a SF sequel, but a digitized fighter based on the movie. It's simply a good (if not great) digitized fighter, with recognizable characters.

The game is surprisingly user friendly. Five to ten hit combo's just seem to come out naturally, even to those who have never thrown one before. All the trademark SF2 Turbo moves are in, and although the supers are a bit less dramatic, many of the moves look super cool when performed by a real person. Cammy's thrust kick, and Chun Li's spinning bird kick for instance, never looked so good.

Speaking of realism, the graphics in this game are absolutely gorgeous. Everything looks real, more so than any digi-fighter I've ever seen. One background features a foreground audience that looks so real, you'll swear a bunch of miniature humans crawled in to the cabinet, there are literally no visible jagged edges. Two new characters have been added to the roster and Akuma is playable all the time. However, Blanka, and Dhalsim are missing. It's no wonder, they were so lame in the movie, I'm sure they would have felt out of place. The new characters; Cpt. Sawada and Blade will take some getting used to. Especially Blade, who looks like something out of Power Rangers. Honda seems to be less cheap in this game. His 100 hand whack doesn't seem to reach as far, although, when you connect it, it produces a wicked combo. I was pretty happy with all of the characters, except for Zangief. He's just not the same. His spinning pile driver simply cannot be achieved with the human form, and he doesn't seem to have the ability to suck you in as he so wickedly does in Turbo. My other complaint is the pronunciation of Ryu's and Ken's battle cries. Ryu's resounding hyper-english HA-DU-KEN and O-RU-KEN (that's what he says) just doesn't gel. But like I said, this isn't a Street Fighter sequel, so who cares? The most prominent new feature in SF:The Movie is the tag team option. This allows you to pick any two characters for the same fight. When one is KO'd the other jumps out and continues to fight with the unconscious bod laying in the background. We've only just received the board and have a strong feeling that there is much to discover in SF:The Movie. I for one think this game has a lot to offer and can't wait to get to it. We'll be back next month with an in depth review. -Takahara











RYU



ZANGIEF



CHUN LI



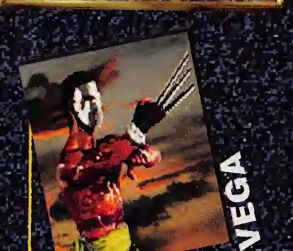
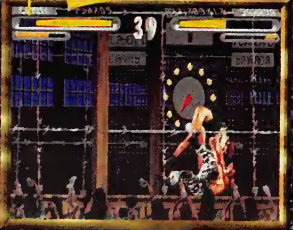
CPT. SAWADA



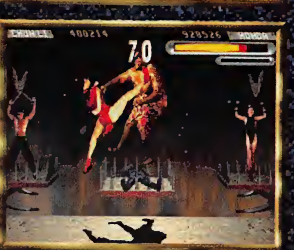
E. HONDA



AKUMA



VEGA



M. BISON CAMMY CHUN LI GUILLE KEN RYU SAGAT VEGA





# NIGHT WARRIORS

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FIGHTING  
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IN ARCADES NOW



Welcome  
to the move list for a REAL  
game, not a chintzy live-action or  
lame rendered plastic deathfest. Night Warriors is one of the best fighting  
games in recent memory so be sure to ask your arcade operator to get a  
copy, and please don't let it be overlooked as Darkstalkers was. -Nick Rox

## Donovan Baine

Drop Kilshred - Punch + Kick  
Call Kilshred - Punch + Kick  
Sword Elemental: Efrete Sword -  
→↓↘ Punch (Guard Reversal)  
Sword Elemental: Blizzard Sword -  
←↖↓↘→ Punch  
Sword Elemental: Lightning Sword -  
←↖↓ Punch  
Sword Grapple - →↘↓↖← Punch  
when close  
EX Attack: Breath of Death -  
←↖↓↘→ Kick  
EX Attack: Change Immortal -  
Strong, Jab, ←, Short, Forward

## Hsien-Ko

Anki Hou - ↓↘↘ Punch  
Sempu Bu - →↓↘ Punch  
Henkyou Ki - ↓↖← Punch (Guard  
Reversal)  
Houten Geki - →↘↓↖← Punch  
when close  
EX Attack: Jirei Tou - ←↖↓↘→ +  
Two Kicks  
EX Attack: Tenrai Ha - Short,  
Roundhouse, Strong, Strong, ↑

## Huitzil

Plasma Beam - ↓↘↘ Punch  
Might Launcher - ↓↘↘ Kick  
Genocide Vulcan - ←↖↓↖ Punch  
Reflect Wall - →↓↘ Punch (Guard  
Reversal)  
Circuit Scrapper - →↘↓↖← Punch  
when close  
EX Attack: Confusioner - ↓↘↘ +  
Two Kicks  
EX Attack: Final Guardian -  
→↘↓↖← + Two Kicks

## Pyron

Soul Smasher - ↓↘↘ Punch  
Mid-Air Soul Smasher - ↑↗↘ Punch  
in the air  
Zodiac Fire - →↓↘ Punch  
Orbiter Blaze - ↓↖← Kick in the air

Galaxy Trip - ←↖↓ Kick or Punch  
Planet-Burning - →↘↓↖← Punch  
when close  
EX Attack: Cosmos Disruption -  
←↖↓↘→ + Two Punches  
**Demitri Maximov**  
Chaos Flare - ↓↘↘ Punch  
Bat Spin - ↓↖← Kick  
Demon Cradle - →↓↘ Punch  
Dashing Demon Cradle - →↘, →↓↘  
Punch

Negativus Thorn - 360 + Punch  
when close  
EX Attack: Midnight Pleasure -  
↓↘↘ + Two Punches  
EX Attack: Demon Blast - ↓↘↘ +  
Two Kicks

## Jon Talbain

Climb Laser - ↑↑ Kick  
Forward Beast Cannon - ↓↘↘  
Punch  
Up-Forward Beast Cannon - →↓↘  
Punch (Guard Reversal)  
Down-Forward Beast Cannon -  
↗↘↘ Punch in air  
Million Flicker - ←↖↓↖ Punch  
Wild Circular - →↘↓↖← Kick when  
close  
EX Attack: Dragon Cannon -  
→↘↓↖← + Two Punches  
EX Attack: Mirage Body - ←↖↓↘→  
+ Two Kicks

## Lord Raptor

Skullsting - ↑↑ Kick  
Hell's Gate - ←↖↓↘→ Kick  
Death Hurricane - ↓↖← Kick (Guard  
Reversal)  
Skull Vanish - →↘↓↖← Punch  
when close  
EX Attack: Evil Scream - →↖← + Two  
Punches  
EX Attack: Death Voltage -  
→↘↓↖← + Two Kicks  
EX Attack: Hell's Dunk - →↓↘ +  
Two Punches

## Morrigan Aenslaed

Soul Fist - ↓↘↘ Punch  
Mid-air Soul Fist - ↑↗↘ Punch in air  
Shadow Blade - →↓↘ Punch  
(Guard Reversal)  
Shell Kick - ↓ + Forward in the air

Vector Drain - →↘↓↖← Punch  
when close  
EX Attack: Darkness' Illusion - Jab,  
Jab, →, Short, Fierce  
EX Attack: Astral Vision - Jab, Jab,  
→, Strong, Fierce

## Victor Von Goldenheim

Giga Hammer - ← hold → Punch  
Giga Buster - ← hold → Kick  
Gyro Crush - ↓↖← Punch  
Giga Burn - ↓↖← Kick (Guard  
Reversal)  
Mega Spike - 360 + Punch when  
close  
EX Attack: Thunder Break - ↓ hold  
↑ + Two Punches  
EX Attack: Great Goldenheim -  
←↖↓↘→ + Two Kicks, Punch

## Anakaris

Sarcophagus Dance - Punch + Kick  
Pharaoh's Judgment - ↓↘↘ Punch  
in the air Cobra Blow - ←↖↖ Punch  
Mummy Drop - ↓↘↘ Punch  
The Void (Catches projectiles) -  
↓↖← Kick  
Retribution (Returns caught projec-  
tiles) - ↓↘↘ Kick  
EX Attack: Pharaoh's Magic -  
Forward, Jab, ↓, Forward,  
Roundhouse  
EX Attack: Chasm of Hell -  
←↖↓↘→ + Two Kicks  
EX Attack: Pharaoh Split - Jab, Jab,  
↓, Forward, Roundhouse

## Bishamon

Iai Giri - ← hold → Punch or Kick  
Hane Yaiba - ←↖↓↘→ Punch  
\*Kaeshi Yaiba - ← Punch after con-  
tacting with Hane Yaiba  
\*Tsuji Hayate - ↓↘↘ Punch after  
contacting with Hane Yaiba  
Mukuro Fuuji - ↑↗↘ Punch in the  
air  
Ki En Zan - →↓↘ Punch during a  
reversal period. (Guard Reversal)  
Kirisute Gomen - 360 + Punch when  
close  
EX Attack: Onikubi Hineri -  
→↘↓↖← + Two Punches  
EX Attack: Tsurane Giri - ←↖↓↘→  
+ Two Kicks

## Felicia

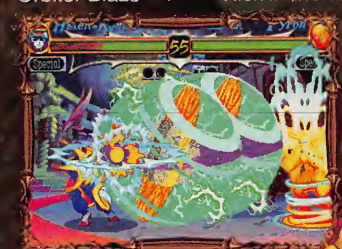
Rolling Buckler - ↓↘↘ Punch,  
Punch  
Rolling Scratch - ↓↖← Punch,  
Punch  
Delta Kick - ←↖↓ Kick  
Sand Scratch - ↓↘↘ Kick (Guard  
Reversal)  
Hellcat - →↘↓↖← Kick when close  
EX Attack: Dancing Flash - →↓↘ +  
Two Punches  
EX Attack: Please Help Me -  
←↖↓↘→ Two Kicks

## Rikuo

Screwjet - ←↖↖ Punch  
Trickfish - ←↖↖ Kick  
Poison Breath - ↓↘↘ Kick  
Sonic Wave - ↓↘↘ Punch (Guard  
Cancel)  
Crystal Lancer - →↘↓↖← Punch  
when close  
Sky Neptune - →↘↓↖← Kick when  
close  
EX Attack: Aqua Spread - →↘↓ +  
Two Kicks  
EX Attack: Water Jail - →↓↘ + Two  
Punches  
EX Attack: Sea Rage - ←↖↓↘→ +  
Two Punches

## Sasquatch

Big Snow - ↓↘↘ Punch  
Big Towers - ↓↘↘ Punch  
Big Cyclone - ↓↖← Kick  
Big Typhoon - →↓↘ Kick (Guard  
Cancel)  
Big Brunch - →↘↓↖← Punch when  
close  
Big Swing - 360 + Kick when close  
EX Attack: Big Freezer - ←↖↓↘→  
Two Punches  
EX Attack: Big Ice Burn - ←↖↓↘→  
Two Kicks





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## Mystery Word Grid

	H					M Y S T E R Y  W O R D
		E				
P	O	W	E	R	N	
	R					
S						

### WORD LIST and LETTER CODE chart

POWER ....N PRESS.....K BLAST .....A WRECK .....P  
BREAK .....Z PUNCH .....S SPRAY.....E TURBO .....V  
STOMP .....T STAND .....H PRESS.....C DREAM .....I  
CRUSH.....O SCORE.....R SLANT .....L CHASE.....P

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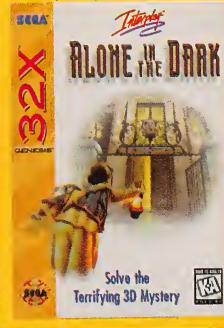
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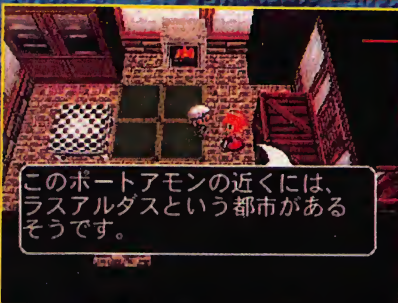
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## MICROCABIN'S NEW 3D RPG

The game you see here is a new RPG for the 3D by Micro Cabin, makers of both The Life Stage and Guardian War. This fantastic-looking CD does not yet have a title. Micro Cabin's game is a standard top-down RPG, but the field is in built with polygons that shift according to your viewpoint. We'll have more info on this RPG as it develops.

## SHINING WISDOM

Sonic Team has been quiet since releasing Shining Force for the Mega-CD. What have they been working on all this time? The **Saturn!** Their first game is an Action/RPG with fully-rendered CG characters. When most people think of CG, they think of 3-D polygon-ish characters. In this game the characters are very smooth with no pixels and don't look like they're CG-based. The Action/RPG genre was spawned by Zelda, a game that was slightly on the easy side in terms of action-oriented play. Sonic's game isn't like this - you have to rapidly tap the buttons to jump higher or run faster. It's an extremely action-intensive game. The game isn't done yet, but I think that this is a global title that anyone and everyone will love, Japanese or American. The title is "Shining Wisdom," a title keeping in the tradition of Sonic's Shining Force and Shining in the Darkness series. There are possibilities that new types of gameplay could be implemented in Shining Wisdom because the characters are CG based. Warping, stretching, morphing and easy manipulation of the character models is feasible, but we'll have to wait and see what Sonic does. Hopefully, I'll have more on Shining Wisdom next month!



## BEYOND THE BEYOND

There was recently a press conference in Japan to announce an amazing new Action/RPG for the PlayStation called "Beyond the Beyond." The company doing this game is Camelot. Camelot's president is the younger brother of the president of Sonic Team, believe it or not... imagine someone from Sonic Team doing a game on PlayStation! I can't say very much yet, but Beyond the Beyond will be like no Action/RPG you've ever seen and will stretch the PlayStation's limits. Check Japan Now next month for more info and shots!

## THE NEW SATURN OPERATING SYSTEM

Sega's AM R&D Dept. #2, the designers and programmers of Sega's arcade hits Virtua Racing, Virtua Fighter, Daytona USA and Virtua Fighter 2 have created a new 3-D operating system for the Sega Saturn. This operating system is being made available to third parties very cheaply, and will enable them to produce high-quality 3-D games with ease. Shown on the right is the first shot of Virtua Fighter 2 on the Sega Saturn, the first game to utilize the new operating system. Below and on the far right is a Cinepak demo created by AM2 running in the new operating system environment. The Jacky model in the demo is said to be from Virtua Fighter 3!







## MORE STREET FIGHTER LEGENDS!

We finally have more info on Street Fighter Legends... just remember, this information is very prelliminary and may change!

The speed will be between Super and Super Turbo. (It's just like Night Warriors' normal speed) Of course, the game will also have a speed select.  
Most characters have walking-forward Supers, similar to Chun-Li's walking-forward Super in SSF2T. Every time you use a special move or regular attack, the power gauge at the bottom of the screen will increase. When the gauge is full, you can use a Super Combo. You can also store multiple Super Combos as in Night Warriors.  
In Super Turbo, when you unleash a Super Combo the character shines briefly, alerting you to block. In Legends the length of time the character shines has been shortened, making it harder to defend against Super Combos.



**GUY**

### Character Descriptions:

**Guy:** His mid-air Tatumaki Sempuu Kyaku hits more than twice.

**Ken:** Ken's kick-button throw, Jigoku Guruma, has been removed but a strange new forward roll move has been added.

**Chun-Li:** Her Kikoken has been removed, but she has a Super Combo in which she brings together all of her power to her hands. Her other SC is the Thousand Burst.

**Sagat:** Sagat has a new uppercut in the test version in which he makes a wider arc and after hitting the opponent bends backward. It's hard to counter.

**M.Bison:** There is another way to slide besides the roundhouse.

**Guile:** Same as usual.

**Birdie:** Birdie is a Balrog-type character. He's like Fatal Fury 2's Big Bear... he has many attacks in which he dashes forward and shoulder-tackles.

**Adon:** He has a special move in which he jumps diagonally and kicks the foe, similar to T.Hawk's Condor Dive. This attack doesn't seem to be very useful. He also has an attack like Sagat's Tiger Knee.

**Sodom:** Sodom is the second level boss of Final Fight and a Zangief-type character. He has a 360 move, of course. Instead of wielding his Katana, he attacks with two Jutte, medieval Japanese police batons. He swings around his hands and walks forward in his Super Combo.

**Guy:** Remember Guy's spin kick special move in Final Fight that took part of your life off? It's one of his specials in SFL. One of his other special moves is a rapid three-punch, two-kick combo like his chain attack in Final Fight. In his Super Combo he runs forward with a roundhouse.

**Rose:** Rose is a brand-new character for SFL and resembles a gypsy. She has an air throw and a projectile-reflection move like Hsien-Ko in Night Warriors. She also has a special attack in which she floats in the air and tosses you. It's very slow.

**Charlie:** Charlie is Guile's friend that was killed by M.Bison. He has a Sonic Boom that he throws with one hand and a heel flash kick. His trip kick does not hit twice but is longer than Guile's. One of his Super Combos is two heel flash kicks, and in the other he runs towards the enemy with a roundhouse.

That's everything I could find out, and I guarantee you won't find this info in any other magazine. Another thing I learned about SFL is that it seems more DarkStalkers-ish than SFII-ish. Hopefully I'll be back next month with more on SFL!



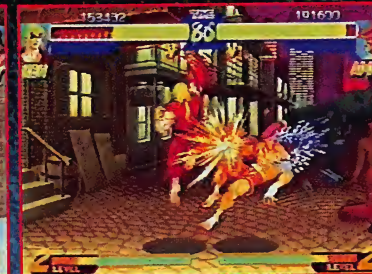
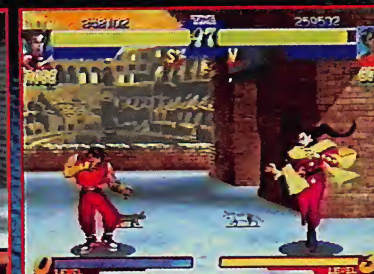
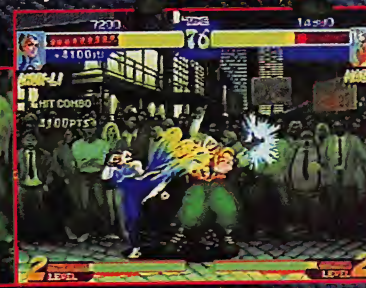
**SODOM**



**ROSE**



**CHARLIE**





# An interview with... *AM2*

Interview by Special K & TJ

Sega AM R&D Dept. #2

Interviewees: Mr. Kurokawa, Ms. Higashi

This interview was held at Sega Enterprises in Japan and it was before the release date of Daytona USA.

**Game Fan:** Have you finished Daytona?

**Sega:** No, we're not quite done yet.

**GF:** The release date in Japan is April 1st, isn't it?

**S:** We'll be done with the master copy in March.

**GF:** In our last AM2 interview with Yu Suzuki, he mentioned that it's hard to do a 100% translation of an arcade game. What do you think?

**S:** I think it's really close to 100%. When work began on Daytona, we thought it would take more memory. When we look back on what we did, however, memory was very important. The arcade version of Daytona runs at 60 frames per second, so we could never do a perfect version, but the gameplay is identical to the arcade.

**GF:** Will it contain all of the courses of the arcade version?

**S:** Of course. We even have 39 opponents in the Beginner course. It has all been completely translated.

**GF:** Even the slot machine?

**S:** It is all in the Saturn version. We've even added some new options as well.

**GF:** Really? Like what?

**S:** I can't tell you as this very moment, but we'll reveal them later.

**GF:** How much of the Saturn's hardware potential have you used?

**S:** Since Virtua Fighter was the first title released at launch, we didn't utilize the full capacity of the hardware. After VF, we had a meeting and reviewed our work on it and used our newfound knowledge for Daytona. The Saturn does possess the hardware power to create better games, and there are so many possibilities.

**GF:** We're not sure yet, but SOA says that they might pack-in Daytona with the American release of the Saturn. Will there be any differences between the American version and the Japanese one?

**S:** There shouldn't be any differences since the arcade version had no differences.

**GF:** Since you have already developed two titles for the Saturn, can you tell me if it was difficult or easy developing the software? Since the development staff had previously been making Sega-CD and Genesis games.....

**S:** I cannot answer technical questions, but I haven't heard any of the programmers complain about our development tools. The Saturn development system has so much untapped power, everyone is saying that it's actually easy to program for. Since this is already our second title, most of our programmers knew what they were doing. Within a month we will be supporting our third parties with CG libraries at little cost. Our third-party support is actually better than it is for in-house Sega teams. In the beginning, we were left behind. We do regret that we couldn't support the others enough. AM2 is willing to create a new operating system for CG libraries. The CGs will include VF and Daytona data, so that third parties will be able to program VF-style games utilizing the library. I'm sure

that the new tools will be better than our current ones.

**GF:** Lately, I have been seeing CG everywhere, especially from Sega. Is the goal for the Saturn to be CG-based?

**S:** I don't think that's what

we're planning to do. When I went to the recent AOU arcade show, I noticed a lot of CG 3-D games. Since there are so many on the market, it will all come down to gameplay itself. I'm pretty sure the reason why CG is popular is because it has a "fresh" and "new" look to it. But in the end, everyone will seek gameplay instead. If people ask me if the Saturn is for 3-D CG games only, the answer is "No". We are using bit-mapped graphics a lot, as well. Since the Saturn has high-powered specs, popular games will be built around playability. We are not just concentrating on 3-D images.

**GF:** Since you released the 32X, are you thinking of an upgrade for the Saturn as well?

**S:** We are not releasing actual hardware, but we will be releasing system discs for Video & Photo CDs. But since the Saturn has a fantastic future as a home system, I can't deny it 100%. We may schedule one in the future. We have to use the full capabilities of the hardware before we would even consider releasing one, of course. We do not believe that the Saturn is an exclusively 3-D system. Since it has well-rounded specs, it can run good 2-D games as well.

**GF:** Are you going to be translating Sega Rally Championship?

**S:** Since a lot of consumers want to play popular arcade games at home, we will be translating them.

**GF:** How is Sega Rally Championship doing in Japan?

**S:** There aren't many "rally" type games on the market. We were actually the first to come out with a texture-mapped rally game. The arcadegoers are accepting it with surprise and interest.

**GF:** Let's talk about AM2. What is your next project for the arcade?

**S:** We are currently working on VF3 for the arcade. We have already started the basic research, but we're not sure what kind of game concept we want to implement. Since so many consumers are expecting a lot from us, we would like to include brand-new features in VF3.

**GF:** And for the Saturn?

**S:** We have already started to translate VF2. Since we are finalizing Daytona, the whole staff of AM2 is working around the clock. We are also working on Virtua Cop for the Saturn as well.

**GF:** Are you planning to release the gun with it?

**S:** As you know, we released the Racing Controller for Daytona. So we'll most likely be doing a gun as well. The steering wheel is analog, so it will be pretty much be like the arcade except for the resistance. It's stable, so it offers better control than the pad.

**GF:** Since the Virtua Stick is compatible with most games, will the steering wheel be as well?

**S:** All I can think of is using it for third-party flying or racing games. Since we have the responsibility of releasing this product, we will be developing games for use with this it.

**GF:** I've noticed that Sony is planning to release a

network cable for their system. Let's say that I want to race other people in Daytona. Does Sega have a similar idea?

**S:** We may offer a link-up option in the future. But really, how many kids have two TVs and two game systems, and are willing to go through all of the hassle just to play with each other for a couple of hours?



## VIRTUA FIGHTER

**GF:** Was there any trouble developing VF or Daytona?

**S:** The most difficult part of VF was that it was the first title. The original arcade version was not programmed to be released for a home system, so that's why it was so hard. The most difficult part of Daytona was the programming itself, since a lot of other racing courses in other games have up and downs and also a lot of turns that can hide pop-up. But in Daytona, there are straight courses which we have to show on one full screen. Since we had to map a long stretch after a turn, the calculations for that part were tedious. We wouldn't have done these courses in the arcade if we knew that Daytona was coming out on the Saturn! (Laughs)

**GF:** If you were to rate this game, what would you give it?

**S:** Gee... That's a hard one... HMMMM. I give it a 98%.

**GF:** How about VF?

**S:** Well, maybe I should give it a lower score... actually, I'd rather not. I've been through the long and tiresome nights when we were programming it. That's why I'd like to give it a higher score. (Laughs)

**GF:** Did you analyze any other racing games in order to do Daytona?

**S:** No, I don't think so. To tell you the truth, we did play Ridge Racer but we didn't use it as a reference.

**GF:** Which part of Daytona did you put the most effort into?

**S:** To do a full translation of the arcade game for Saturn. With VF, we wanted to bring the feeling of the intro and the speed of the game to the home. With Daytona, our focus was to reproduce forty cars racing against each other. Making the CPU control 39 cars requires some pretty hellish calculations!

**GF:** Are there going to be any differences between the U.S. and Japanese Daytona?

**S:** If there is a difference, it would be in the difficulty... the US version may be harder. Also, the latest versions of the Daytona arcade machine in the US feature an attract screen for the Saturn system.

**GF:** SOA will be announcing the Saturn in the US at E3. What position would you like it for to take in the industry?

**S:** That's a hard one to answer... if someone said "the next generation system" I'd want people to think "Sega Saturn!" Right now, all anyone's talking about is bits. Whether 32 or 64-Bit, we just want to create next generation games.

**GF:** How about the 32X?

**S:** It's doing rather well. Another magazine publication had an interview with the developer of Space Harrier and Afterburner. Everyone said that it looked like we ported the arcade code directly. They were amazed! Whether it is suitable for the market or not, the quality of the 32X is really high.

**GF:** Can you tell me if VF2 will be similar to the arcade, and how confident are you to assure this?

**S:** We are 100% confident! Like I mentioned before, there were a few chips in the Saturn that we didn't use. Most of the programmers have gotten used to the old development techniques. But at the time of VF2's release, we will prove what can be done on the Saturn. Honestly, we were worried about it before, but we are really confident now.

**GF:** Last question... Any comments for the U.S. consumers?

**S:** Wait until September... And experience the true power of the Sega Saturn!

**GF:** Thank you very much for your time!



DAYTONA USA



Welcome to another edition of Other Stuff. The countdown to E3 has begun and the rumor mill is white hot and bursting at the seams.

## SONY POWER

Sony Computer Entertainment has been very quiet as of late, but here are a few of the PlayStation games that should surface under Sony's multi-quadrillion-dollar booth at E3. They include: **Godzilla**, a one-on-one fighting game based on the upcoming big-budget movie, **Spawn**, **Mickey Mania**, and a rumored sequel to the highly underrated **Motor Toon Grand Prix**. The PS version of **Mortal Kombat 3** is in an early state at this time and should be shown behind closed doors. **MK3** for the PlayStation will hit the shelves on November 15th. (While on the subject of **MK3**, the U64 version is due in February of '96 under the Williams label. The Saturn, 32X, and 3DO M2 versions of **MK3** are also due out early '96. We also hear that **MK3** might appear on the Virtual Boy sometime in 1996.) Sony Imagesoft has some powerful PlayStation product in the pipeline, like **Twisted Metal**, a 3-D combat/racing game in which you take control of any of fifteen vehicles in complex battle arenas, including an eight-mile square city. Another hot Imagesoft product is **ESPN Extreme**, a 3-D racing game similar to **Road Rash** in which you can control a skateboarder, a rollerblader, a biker or a "street luger." The last title from Imagesoft is **WarHawk**, a game that combines 3-D flight simulation with arcade-style air-to-air and air-to-ground combat.

## SEGA STUFF

Sega may show as many as 11 new games for the 32X, and 17 for the Saturn. 32X games include **Sonic Mars**, **Virtua Fighter**, **Ratchet and Bolt**, **Kolibri**, **Clack the Snapper**, **Congo**, **Virtua Hamster**, **Spiked**, **NBA Action**, and **X-Men 3**. American Saturn debuts include **Daytona USA**, **Panzer Dragoon**, **WildCats**, **Astal**, **World Series Baseball**, **NBA Action**, **Mr. Bones**, **Clockwork Knight**, **NFL Jam** (not to be confused with **NBA Jam**), **Virtua Fighter 1 & 2**, **Eternal Champions 3**, **Bug!**, **Free Runner**, **Quake**, **Batman Forever**, **Virtua Cop**, and a new Sonic game. For the Genesis, Sega will be showing **Vector Man** and Sega's answer to **Donkey Kong Country**, **X-Peris** (an **Eternal Champions** spin-off to include **Shadow** as a main character). Another possible E3 debut is Sega's **Venus** handheld, which is supposed to be directly compatible with the Genesis. The **Venus** is an absolute reality, but its release date is unknown.

## NINTENDO NEWS

At the E3, Nintendo will show 5 ACM games - **Yoshi's Island** (a 24-Meg Super FX game), a brand new action game with the working title '**Kid Kirby**,' DDO, the 32-Meg sequel to **DKC** which uses the new SA-1 accelerator chip and will not feature **Donkey Kong**, but **Diddy** as the main character, and an unknown 32-Meg action game. (Possibly **Goldeneye**.) The big title for the SNES will be **Killer Instinct**. KI features 32-Megs of power and is rumored to include an SA-1 chip. Nintendo will also be showing the 8-Meg **Killer Instinct** for the Game Boy. KI for the SNES will also feature all of the arcade music, characters and 2-D levels, and **Eyedol** is now controllable. KI is due in August or September, and will retail for \$59.95. **Killer Instinct** is also rumored to be in development for the Virtual Boy.

**Mindscape** has announced that they will be publishing an Ultra 64 game which is due out early 1996. **Electronic Arts** is developing **FIFA Soccer**, **John Madden Football**, and **NHL Hockey** for the U64. **Acclaim** is hard at work converting **WWF Royal Rumble** (Williams' new arcade game) to the Ultra 64 as well as **Iron Man XO**, and rumor has it **Acclaim** may get the rights to do **Power Rangers the Movie** for the Ultra 64. **Shiny Entertainment** has also signed on to do Ultra 64 games. Their first game won't be ready until the 2nd quarter of '96, but imagine! Williams has informed me that they have three sports games in development for the Ultra including a hockey game. Williams also has four fighting games in development for the Ultra 64. One of them is rumored to be a 3-D fighting game with SGI graphics. Nintendo of America has also told me that the Ultra 64 box, controller, and system case have been finished and sent to NCL (Nintendo of Japan) for final approval. The Ultra 64 release date, however, has been pushed back to November. The Japanese release date is November 21st, and the price will be 25,800 yen (\$250 US). The name for the Ultra 64 in Japan will be "**Ultra Famicom**" and the system casing will be the same for all countries. The Ultra 64 won't be released in Europe until Spring, 1996. Speaking of Europe, let's talk about **Rare**. Rare, to me the best game developers in the world, are hard at work on **KILLER INSTINCT 2**. Here's what I know so far: **KI2** will be released late '95, most likely the same day as the Ultra, and will not be released as an arcade game but as a home game only. **KI2** will be 64-Meg or higher, and might appear at the E3 on video. By the way, did you check out the cover? Well, if you didn't, look at the picture of **TJ Combo** with **Mario** and **Diddy**, could that character be from... **Killer 2**?

## Meanwhile...

**Acclaim Distribution, Inc.** and **Sunsoft of America** have entered into a major sub-licensing and distribution agreement whereby **Acclaim** will distribute a variety of **Sunsoft** games. Under this agreement games developed by **Sunsoft** will be released under the **Acclaim** label.

For **Konami**, 1995 will be the year of **Castlevania**. At the E3, **Konami** will be showing a **Castlevania** game for three different platforms. The first title is called **Castlevania: Dracula X**. Due out in the fall for the SNES, this game is based on **Dracula X** for the P.C. Engine, one of the best action games of all time. **Konami** will also be showing some footage of an original **Castlevania** game for the **Sony PlayStation** and the **Sega Saturn**. Yes, you heard me right... imagine the ecstasy of playing a powerful 32-Bit **Castlevania** on your Saturn or PlayStation. While it almost sounds as if the Saturn and PlayStation **Castlevania** are one and the same, knowing **Konami's** past history with the **Belmont** crew, we can't help but think each 32-Bit game will be completely different.

**Activision, Inc.** has entered into an exclusive, long-term agreement with **Shiny Entertainment** to jointly develop a state-of-the-art, next generation action engine that will drive games produced for the **Sega Saturn**, **Sony PlayStation** and **Nintendo Ultra 64** platforms. According to **Activision**, the engine will enable them to dramatically increase their portfolio of action titles and it will enable them to continue to pursue the development of high-quality products for all three platforms.

First it was **Saturn** and **PlayStation**, then we heard about the **Ultra 64** and the **3DO M2**. Now the latest company to develop an advanced video game hardware system is **Hasbro**. Due to be launched in spring of 1996, **Hasbro's** new system (codenamed the "**Toaster**") is a \$200-\$300 **Virtual Reality** strap-on headset with performance, **Hasbro** claims, that will be comparable to an **Onyx** workstation. **Microprose**, **Virgin Interactive Entertainment**, **Electronic Arts** and **Argonaut** are all said to have the \$180,000 SGI development system for the **Toaster** and should have titles available at launch. The **Toaster** is rumored to be cable only - you may not be able to actually buy games, but rather download them via satellite. Imagine that...

Well I'm outta' here, it's off to the big show. Tune in next month for more of what's going on in the wonderful world of gaming.



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Jeffrey

Jeff

Julie



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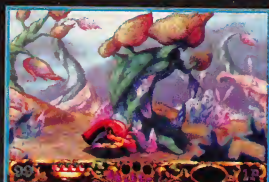
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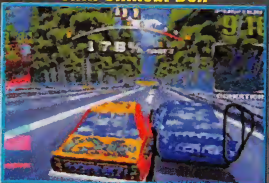
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Blue Seed



Check this out! It's for Daytona USA.

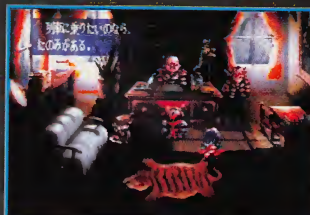
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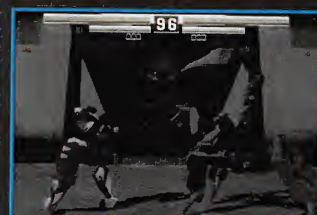
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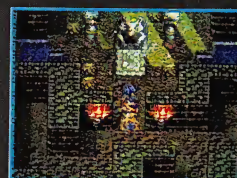


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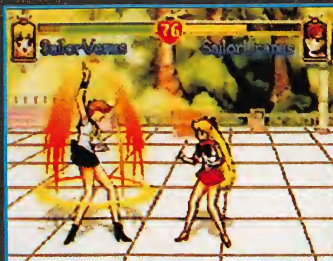
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From A Cave Deep Inside Agoura

# THE POSTMEISTER



Dear Postmeister,

I am supposed to be doing my chemistry lab right now, but the king of procrastination has a little something on his mind.

I own a 32X and a Sega CD. They are both capable of great things, but have yet to be pushed to the extreme. Even though the 32X is very young, it is clear that this system lacks two things; CD quality music and/or huge amounts of memory which would result in intricate and lengthy games. And even though the Sega CD has both of those, it lacks a good video card, and processor speed. HMMMMM.

32XCD. Ahhh, lets run over specs. 10 meg of ram, 20 channels of sound (10 good channels), 4,400 meg of memory, 32,000 colors, two 32bit 27 MHz processors, and two 16-bit processors. That's pretty darn good. You see, ...what I'm getting at, is the fact that this format is being over looked by everyone except those fools who make movie-games.

The 32XCD could trample over everything else if it wanted to, but not one GAME company has even considered it. What game companies should realize is that this system is great for every owner of a 32X and a Sega CD, and for them. By exploring this new frontier they could create some great games, and they don't have to go through the expensive process of buying carts.

So this letter goes out to all those blind game makers out there. Look at the most powerful system, and start making some games.

Jason Yanuzzi  
Flemington NJ

Dear Jason,

You certainly make a good point. Everyone's whining about the high risk associated with cartridge, and how they wanna' produce CD's, yet like you said, next to no one is developing 32X-CD games. My guess is that they're betting on the fact that out of the 1/2 million or so 32X's out there, a very small percentage own a CD as well. You can look at this two ways, if you had the dough to fork out for a CD, chances are you bought a 32X. Or, if they would release 32X-CD games that totally rocked, you'd go out and buy a CD for your 32X!

Of course you also have to take in to account the price of the Ultra, and PlayStation. They are both CD based, (priced below a CD/32X combo) extremely promising new systems with gargantuan marketing behind them. It might be that most third parties are simply moving on, riding the wave of future power.

*It's anyone's guess really. I guess we'll have to sit back and just see where the cards fall. The 32X is still a very young system and Sega is behind it 100%. I'm sure that at least some high powered CD's are in your future. Hang in there dude!*

Dear Postmeister,

I write to you from within the castle-like confines of the historic United States Military Academy at West Point. I am a cadet here, and I have always had a passion for video games. Unfortunately, I am not allowed to posses any of the awesome systems now on the market. I used to be a proud owner of a Neo-Geo, but now all I am permitted to play is a Sega Game Gear. Granted it is an awesome hand-held, but I've been spoiled with the quality of home systems. That brings me to my question. I read about your good opinions on the Virtual Boy. You seemed very impressed, and you are nearly always correct, but I am wondering if you know about any other games Nintendo plans to produce for the system. How about VR Donkey Kong? Are there any third parties yet? Also, is it actually comfortable to use? It's hard to tell from the pictures. By the way, I saw Street Fighter the Animated movie and you were right. It is a definite must see! Well, I have to shine my shoes now. Please do me a favor and tell Terry Wolfinger that his art work is awesome.

Batman Forever-Cadet Finn  
West Point, NY

Dear Cadet Finn,

Ten-hut! Hoda-Ho! Boom-shaka-laka-laka, about face, stick it in a Virtual Boy! Ahh, feel that lush, thick, foamy softness on your face. See those hyper deep 32-bit vibrant graphics. Ah jeez I'm losin' it again. Good news! The Virtual Boy is very comfy! In fact, it's almost therapeutic. Imagine completely blocking out everything around you and zoning in on an amazing 3-D game of Mario. Honestly, the Virtual Boy is one of the coolest game experiences I've had in awhile. If the big US Army will allow it, do not hesitate! For a list of the MANY third parties signed up (many of which are the most prestigious developers in the world) check out this month's Japan Now! Oh, by the way, VR DKC... it could happen. Hey, thanks for serving the good 'ol US, still the best darn place on Earth to be (of course I'm armed and well protected). You're doing a good thing! P.S. You missed a spot.\

Dear Postmeister,

If I had an award to give for the coolest makers of a magazine, hands down, you guys own it. I have a burning question that has been bothering me for quite some time now. My question is, "What do I do with my Sega CD?" Sounds simple, but basically, I'm stumped. First of all, there's some really cool games coming out for the Genesis and CD, namely Beyond Oasis, Earthworm Jim CD, Lunar 2, BC Racers, Crusader of Centy, you get the picture. If I had never heard the words Ultra 64, Saturn, or PlayStation, I would jump at the chance to buy these quality titles, yet I'm not sure if I should invest more money into something that may be forgotten in less than a year. Don't get me wrong, I'm perfectly happy with my CD and Lunar alone was reason enough to buy it, but I'm wondering if I should start saving some money for an Ultra or a Saturn. I'm only 15, yet I enjoy long, challenging quests with humor, plot twists, and beautiful graphics as much as the next guy. Should I buy a 32X and pray it won't become obsolete? Or are the 64-bit systems really so much more advanced that I should start saving now? There's a lot of readers like me that would gladly accept some advice on this. By the way, are you gonna' run for President?

Mike Moss  
Brookings, OR

Dear Mike,

First, I've got 3 words for you... *Lunar Eternal Blue*. After you get done playing this last Sega CD RPG of joy, if you really want the best and have the means to save some money, do so. I say this because no matter how good the 32X, Sega CD, SNES or Genesis get, and they are getting mighty good, they just won't stack up against the new power systems. Basically, there will soon be a system to fit every budget. So it all boils down to a cash thing. Remember, once you buy a next generation system, and they aren't really all that much money for what you're getting (I don't think Sega, Nintendo, or Sony are making a dime on hardware) the games cost about the same, well, actually, less for the CD's. So, if by selling your current rig and saving some cash (or throwing a wild fit in front of your parents) you can plug in a shiny new 32 bitter, go for it! Unlike the usual new system launches of old, this time out the PlayStation and Saturn have dozens of titles ready to go! I'll shed some light on the Ultra next month... if they let me in the show.

P.S. Someday I will be President, and we'll mow down all the golf courses and build huge FREE arcades!

Dear Postmeister,

Yo! Bleep here! Remember me? ...Thanx for reading my letter! It's great to know you're taking me seriously. Hey! At least somebody is. I've canceled my subscriptions to the other mags I receive, EXCEPT GAMEFAN! Why? Cuz you guys are the best there is! Nuff said. Please let us gamers know the results of your research k? ThanXXX.

Where should I begin? ...Ah Street Fighter the movie... No, skip that!... I would like to ask you cool n' cute dudes if you had any information



regarding positive or negative effects on video game players. I'm doing a research paper for my investigative techniques course. Has anybody done tests on gamers playing recent games like Street Fighter 2 or Mortal K? What are the results, if you know? I'm having my neighbors come by my house daily and play games. They all agreed to help me out... (Hmmm, maybe it's because I'm a girl???) Anyway, any information you could send me by the end of this school semester would be great!...So would an autographed picture of you, Postmeister! But perhaps that's a bit too much??

I'm sending you a picture of myself so you'll know what I look like. It's been digitized from a home video, so I look fat (which I'm not!!!-But some people are and its OK) and my skin color looks strange. Ugh! I wish I could send you something better, but my friends have confiscated all of my really good pictures. I just hope you like it Postmeister. Oh! and PLEASE!! Don't you dare publish it!! Like I said, it's terrible!! ...Thanx!! Well, I know you have thousands of letters to read and I have a dozen games to rent and try so, until next time. Play it loud...

P.S. Oh! Any word on a Gargoyles' game? I like the show a lot and it would make a killer game!! The really cute girl gamer, Bleep  
San Juan, PR

Dear Bleep,  
Bleep! My little love bug, how the heck are you! My-my, a cute girl who loves games... hey I got

room in the cave! The picture was fine... Roseanne! Just kidding. You are a babe! Now send me a photo I can print! You could be the poster girl for female gamers! Getting to your question about the effects of fighting games on encourageable young men. All I can tell you is that after watching The Enquirer, K. Lee, and Nick Rox immerse themselves in this stuff (not MK, mind you-SF2, Night Warriors, Tekken, and Killer) for the last 4 years, all I can say is... WHOA! They are utterly consumed while playing. They've mastered complex button patterns that take intense memorization, hit the buttons with every finger in perfect unison, yet once they stop they are mere mortals in real life.

It's like a drug they're always on. Whenever the computers are copying or they're between projects they can ALWAYS be found upstairs pounding away on Turbo or Night Warriors. Let me put it this way, if they applied the same intensive study and hours on lets say, building a rocket, they'd be on the moon. I guess certain people just climb in to these things and just bury themselves. Hey, that's why they work at GFI Storm, Taka, and Goo are the same way with RPG's and platformers. It's just more subtle. When you think about it, it kinda' makes sense. It's something you can be proud of, like a sport. It's intense competition and winning builds confidence. Plus they've made so many friends along the way, it's really kinda' cool. They're not becoming freaks or anything, well, not yet at least. As for the MK player, Slasher seems normal enough... hyper though. Of course he use to work at GP so he's gotta' be a

little fruity, but we're whipping him in to shape. He really doesn't talk to me much since I maced him but I'll keep an eye on him. Hey, Bleep, I got a lot of letters from you girls this month, I think you started something! Keep writing! Dave is thinking about hiring a girl to write for us, so send in some stuff! There is a Gargoyles game in the works. Disney's working on it now, for a late '95 release. I'll get you some hot info's and send it with the picture. You know that I have no nose right? I wonder if any of these guys are smelly's?

Well that's all the room I have this month, but before I go here's some special thanks for some of the awesome letters I couldn't get to. You'll see two of 'em next month (they require long answers.) See you then!

Max Ryser, Mark Fervis, Mr. Critic, Michael Pendleton, A.I., Theresa Cesare, Rick Oates, Tony Robinson, RIP, Chad Uselman, Sean Salisbury, Gary Oneal, Tony Robinson, Sergio Labrego, Michael Webb, Brandon Marz, Troy "Ki" Meshell, Ethan Woodward, Grand Master Trinh, John Rodriguez, Wesley Dolezal, Chucko the posty wannabe, Aron Peetz, and Elliott Willschick.

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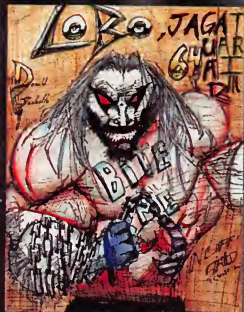
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Donald Gachetto Spring Valley, NY - Wow, freaky. Had a tad too much java?



Okanak- Yu-Suzuki would be proud! Nice work!



Sean Rivera Walauae, HI Well, c'mon, shoot 'em!



Scott McMahon Croton, OH Wow, Martial Champions! Now that's an envelope!



John Slack Crozet, VA So, this is what happens when Jim farts!

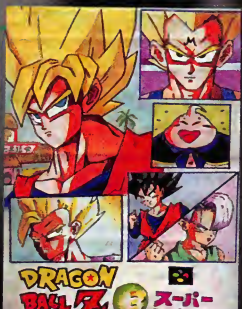


Sarawui Lertham Albuquerque NM - We all know who'd win this fight...

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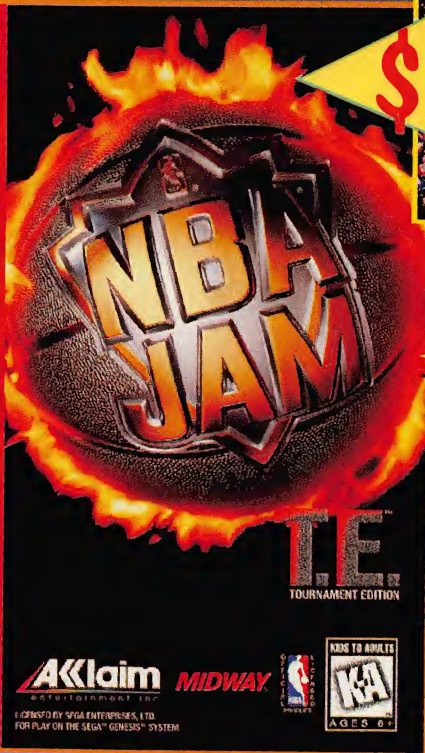


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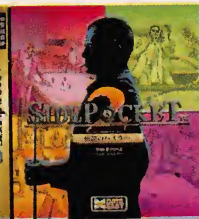
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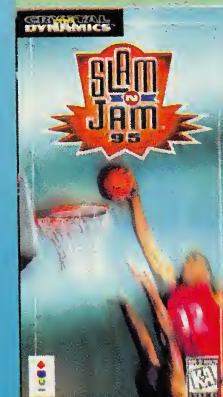
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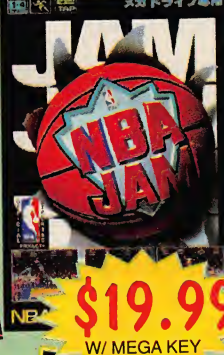


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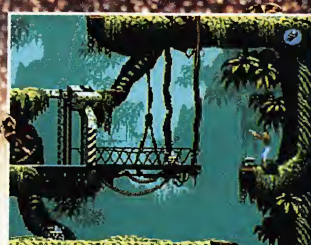
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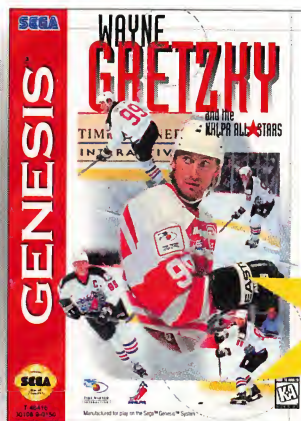
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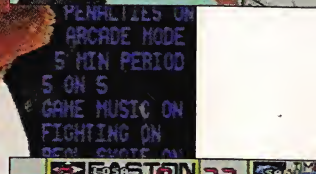
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